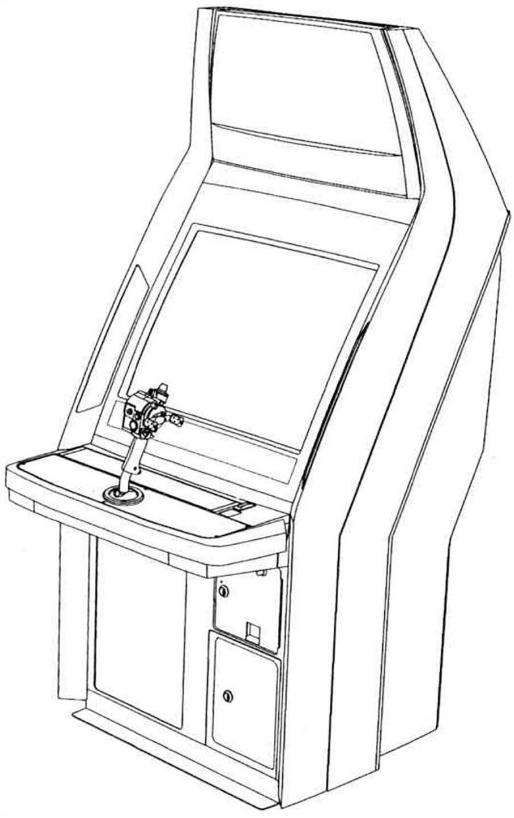
1ST PRINTING - MR

SEGA™

SEGA Bass Fishing™

STD TYPE

SERVICE MANUAL



STOP
IMPORTANT!

- Before using this product, read this OWNER'S MANUAL carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it available nearby the product or elsewhere convenient for referring to it anytime when necessary.

SEGA ENTERPRISES, LTD.

BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:

To maintain the safety:

To ensure the safe usage of the product, be sure to read the following before using the product. The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately. Be sure to keep this manual nearby the product or elsewhere convenient for referring to it when necessary.

Herein, explanations which require special attention are enclosed with dual lines. Depending on the potentially hazardous degrees, the terms of DANGER!, WARNING!, CAUTION!, etc. are used. Be sure to understand the contents of the displays before reading the text.

Indicates that mishandling the product by disregarding this pictograph will cause severe injury or death.

Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury.

Indicates that mishandling the product by disregarding this caution will cause a slight hazardous situation which can result in personal injury and or material damage.

Indicates that mishandling the product by disregarding this display can cause the product's intrinsic performance not to be obtained, resulting in malfunctioning.

For the safe usage of the product, the following pictographs are used:

Indicates "HANDLE WITH CARE." In order to protect the human body and equipment, this display is attached to places where the Owner's Manual and or Service Manual should be referred to.

Indicates a "Protective Earth Terminal." Before operating the equipment, be sure to connect it to the Ground.

- **Perform work in accordance with the instructions herein stated.**
  Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the serviceman should perform such work.
- **Be sure to turn off power before working on the machine.**
  To prevent electric shock, be sure to turn off power before starting the work in which the worker touches the interior of the product. If the work is to be performed in the power-on status, the Instruction Manual herein always states to that effect.
- **Be sure to ground the Earth Terminal** (this, however, is not required in the case where a power cord with earth is used).
  This product is equipped with the Earth Terminal. When installing the product, Connect the Earth Terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to electric shock. After performing repair, etc. for the Control equipment, ensure that the Earth Wire is firmly connected to the Control equipment.
- **Ensure that the Power Supply used is equipped with an Earth Leakage Breaker.**
  This product does not incorporate the Earth Leakage Breaker. Using a power supply which is not equipped with the Earth Leakage Breaker can cause a fire when earth leakage occurs.
- **Be sure to use fuses which meet the specified rating.** (only for the machines which use fuses).
  Using fuses exceeding the specified rating can cause a fire and electric shock.

designated by SEGA are not allowed.
The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated.

- **Ensure that the product meets the requirements of appropriate Electrical Specifications.**
  Before installing the product, check for Electrical Specifications. SEGA products have a nameplate on which Electrical Specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any Electrical Specifications different from the designated Specifications can cause a fire and electric shock.

- **Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read.**
  To ensure safety for the customers, labels and printed instructions describing potentially hazardous situation are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated.

- **When handling the Monitor, be very careful. (Applies only to the product w/ monitor).**
  Some of the monitor (TV) parts are subject to high tension voltage. Even after turning off power, some portions are still subject to high tension voltage sometimes. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise.

- **When transporting or reselling this product, be sure to attach this manual to the product.**

In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specific Instruction Manual of such equipment.

- Descriptions herein contained may be subject to improvement changes without notice.
- The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA.

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION.

Normally, at the time of shipment, SEGA products are in a status allowing for usage immediately after transporting to the location. Nevertheless, an irregular situation may occur during transportation. Before turning on power, check the following points to ensure that the product has been transported in a satisfactory status.

- ❒ Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?
- ❒ Are Casters and Adjusters, damaged?
- ❒ Do the power supply voltage and frequency requirements meet with those of the location?
- ❒ Are all wiring connectors correctly and securely connected? Unless connected in the correct direction, connector connections can not be made accurately. Do not insert connectors forcibly.
- ❒ Do power cords have cuts and dents?
- ❒ Do the fuses used meet specified rating? Is the Circuit Protector in an energized status?
- ❒ Are all accessories available?
- ❒ Can all Doors and Lids be opened with the Accessory keys? Can Doors and Lids be firmly closed?

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BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:
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INTRODUCTION OF THE SERVICE MANUAL

This manual is intended to provide information as regards **SEGA BASS FISHING STD TYPE**, a game machine converted at the installation location from BLAST CITY of the universal type cabinet, a SEGA product.
This manual is intended for the owners, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions. If the product fails to function satisfactorily, non-technical personnel should under no circumstances touch the internal system. Please contact where the product was purchased from.
Note that the information concerning the monitor, fluorescent lamp, etc. utilized from BLAST CITY is not provided in this manual. Ensure that the OWNER'S MANUAL of BLAST CITY is always available for reference when necessary.

SEGA ENTERPRISES, INC. (U.S.A.)/CUSTOMER SERVICE
45133 Industrial Drive, Fremont, California 94538, U.S.A.
Phone : (415) 802-3100
Fax : (415) 802-1754

DEFINITION OF LOCATION MAINTENANCE MAN AND SERVICEMAN

Non-technical personnel who do not have technical knowledge and expertise should refrain from performing such work that this manual requires the location's maintenance man or a serviceman to carry out, or work which is not explained in this manual. Failing to comply with this instruction can cause a severe accident such as electric shock.

Ensure that parts replacement, servicing & inspections, and troubleshooting are performed by the location's maintenance man or the serviceman. It is instructed herein that particularly hazardous work should be performed by the serviceman who has technical expertise and knowledge.

The location's maintenance man and serviceman are herein defined as follows:

"Location's Maintenance Man" :
Those who have experience in the maintenance of amusement equipment and vending machines, etc., and also participate in the servicing and control of the equipment through such routine work as equipment assembly and installation, servicing and inspections, replacement of units and consumables, etc. within the Amusement Facilities and or locations under the management of the Owner and Owner's Operators of the product.

Activities of Location's Maintenance Man :
Assembly & installation, servicing & inspections, and replacement of units & consumables as regards amusement equipment, vending machines, etc.

Serviceman :
Those who participate in the designing, manufacturing, inspections and maintenance service of the equipment at an amusement equipment manufacturer.
Those who have technical expertise equivalent to that of technical high school graduates as regards electricity, electronics and or mechanical engineering, and daily take part in the servicing & control and repair of amusement equipment.

Serviceman's Activities :
Assembly & installation and repair & adjustments of electrical, electronic and mechanical parts of amusement equipment and vending machines.

1. OPERATION

For the safe operation of this product, follow the precautions below.

PRECAUTIONS TO BE HEEDED FOR OPERATION

WARNING!

In order to avoid accidents, check the following before starting the operation:

- Check if all of the adjusters are in contact with the surface. If they are not, the cabinet can move and cause an accident.
- Do not put any heavy item on this product. Placing any heavy item on the product can cause a falling down accident or parts damage.
- Do not climb on the product. Climbing on the product can cause falling down accidents. To check the top portion of the product, use a step.
- To avoid electric shock, check to see if door & cover parts are damaged or omitted.
- Do not put the following items on the product, on or at the back of the Control Panel, on the seat, on top of the ceiling, or in the periphery of the product. Failure to follow this instruction can cause electric shock, short circuit or parts damage.
  Flower vases, flowerpots, cups, water tanks, cosmetics, and receptacles/containers/vessels containing chemicals and water.

CAUTION!

To avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause the player to come into contact with or hit the others and result in injury or trouble.

PRECAUTIONS TO BE HEEDED DURING OPERATION

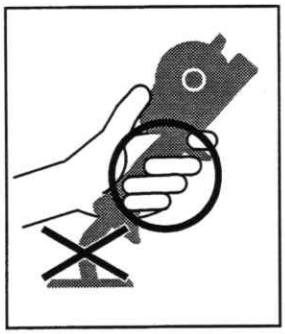
To avoid injury and trouble, be sure to constantly give careful attention to the behavior and manner of the visitors and players.

WARNING!

- To avoid electric shock and short circuit, do not allow customers to put hands and fingers or extraneous matter in the openings of the product or small openings in or around the doors.
- To avoid falling down and injury resulting from falling down, immediately stop the customer's leaning against or climbing on the product, etc.
- To avoid electric shock and short circuit, do not allow the customers to unplug the power plug without a justifiable reason.

CAUTION!

- Instruct the player not to hold any part other than the GRIP. Holding any part other than the GRIP can cause your hand and fingers to be caught and injured.
- Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down.



2. ACCESSORIES

The CVT Kit includes accessories such as post-CVT spare. Ensure that the parts listed below are available.

TABLE 2 ACCESSORIES

DESCRIPTION
Part No. (Qty.)
Note

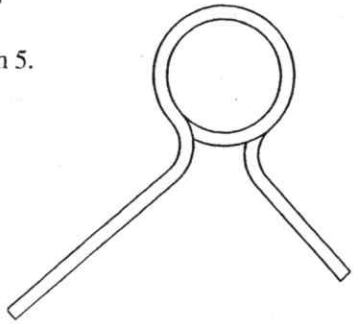
OWNERS MANUAL
420-6394-01 (1)

Figures

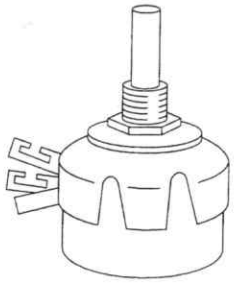
If Part No. has no description, the Number has not been registered or can not be registered. Such a part may not be obtainable even if the customer desires to purchase it. Therefore, ensure that the part is in safekeeping with you.

EXTENSION SPRING
HOT-3107 (4)
Spare, see Section 5.

TORSION SPRING
HOT-3015 (1)
Spare, see Section 5.



VOL CONT B-5K OHM
220-5484 (1)
Spare, see Section 5.



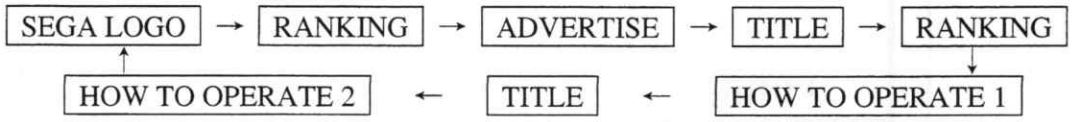
POP BSS STD
429-0620 (1)
Adhere this onto the cabinet with double-sided tape.

3. CONTENTS OF GAME

The following are operations and responses obtained when the machine functions satisfactorily. Any functioning different from the following may have been caused by a certain fault. Immediately investigate and eliminate the cause of malfunctioning to ensure satisfactory operation.

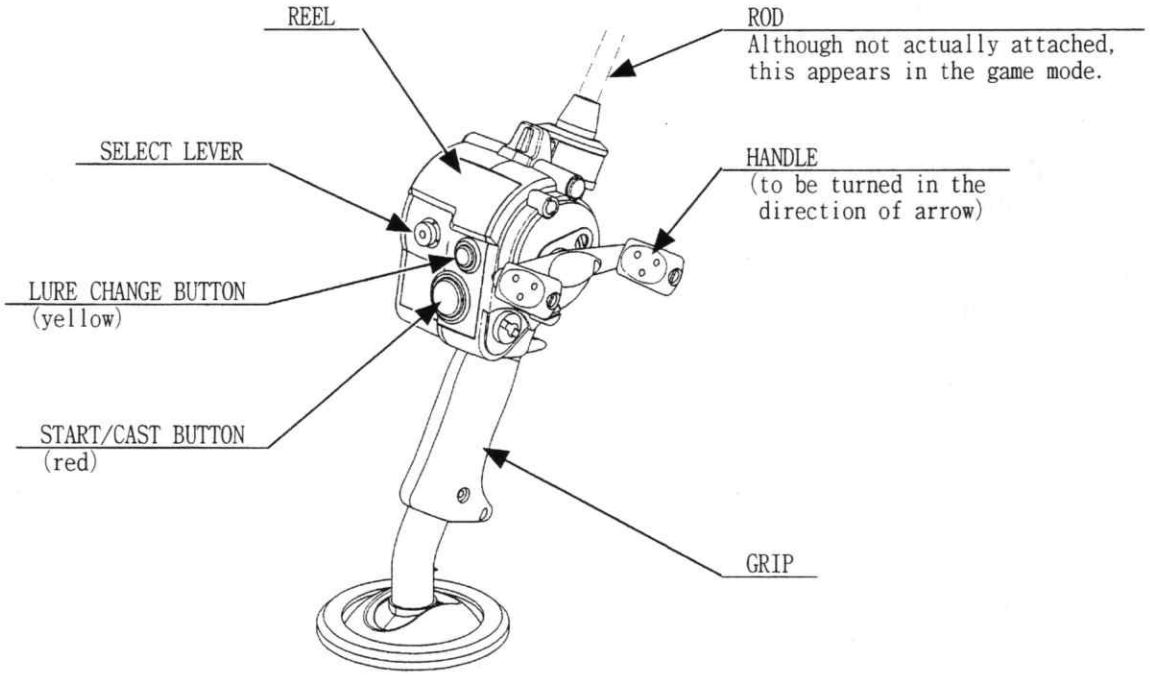
HOW TO PLAY

The ADVERTISE mode appearing on the screen before game play is comprised of the following:



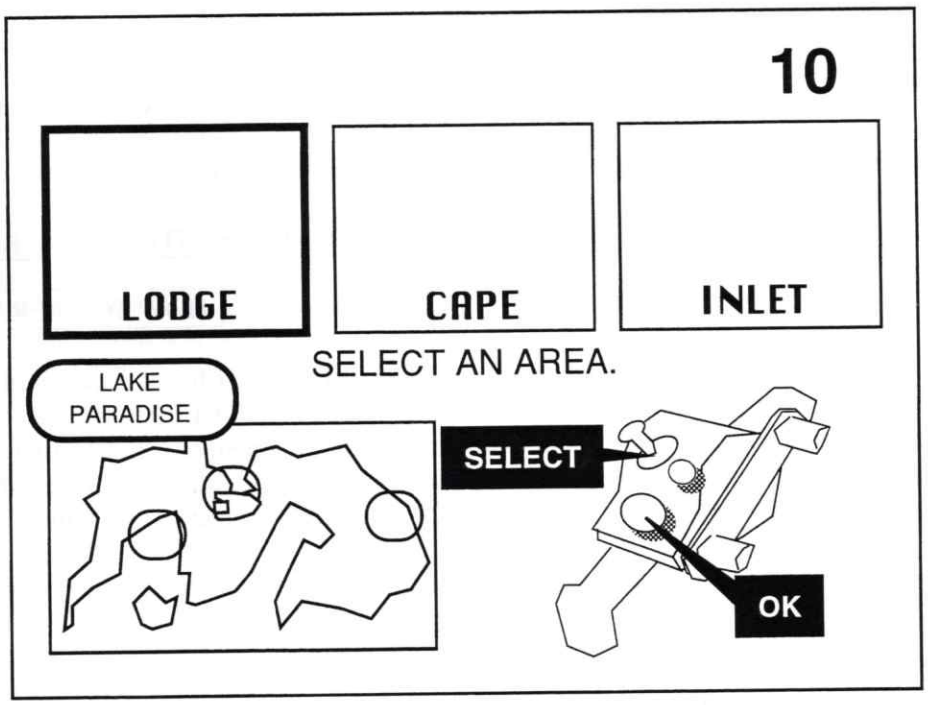
In this game, satisfying the condition of "CLEAR WEIGHT" (the total weight of bass fished up) preset for each Area within the time limit results in a STAGE CLEAR. If you continue when the time is up, however, the current total weight will remain effective. Clearing all of the Areas allows you to proceed to the Special Stage where huge basses are. The player who fishes up big bass can rank among the BIG BASS RANKING players by entering his name.

This game employs an exclusively used special Controller inclusive of the Game Start button.



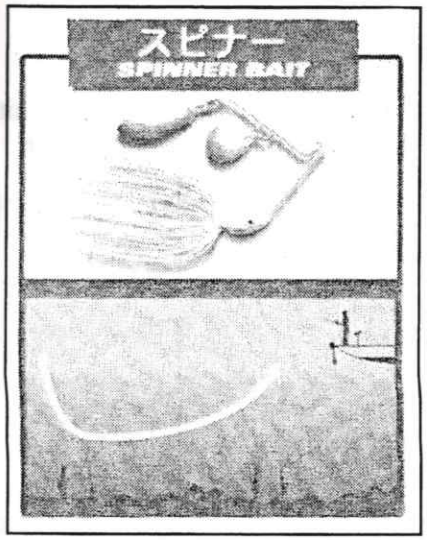
① Insert a coin(s). Up to 9 credits can be counted at one time. Coins inserted after counting 9 credits will neither be counted nor returned.

② Select a Fishing Area from among the 3 Areas of Lake Paradise (a virtual lake). Select with SELECT LEVER or REEL by inclining left or right, and confirm with START/CAST button.



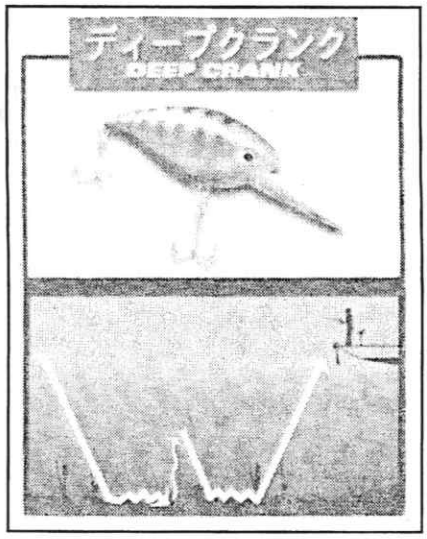
LODGE
CAPE
INLET

③ Then, select the LURE. Select with SELECT LEVER or REEL by inclining left or right, and confirm with START/CAST button. Each type of lure has specific characteristics (for example, some may be appropriate for a certain depth of water while others may be suitable for specific action, time zone, or the status of desired bass). By considering these factors, using lures in the most efficient manner will contribute to increasing the bass fishing-up rate. The characteristics of each type of lure are as follows:



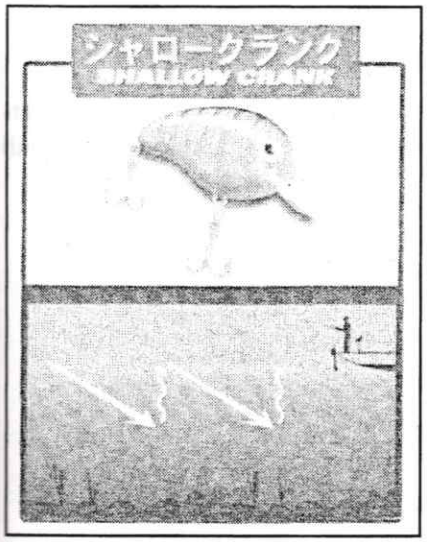
☆ SPINNER BAIT (EASY)

Attract bass with this bait while reeling at a constant speed, or stopping to reel sometimes to allow for blade glistening.



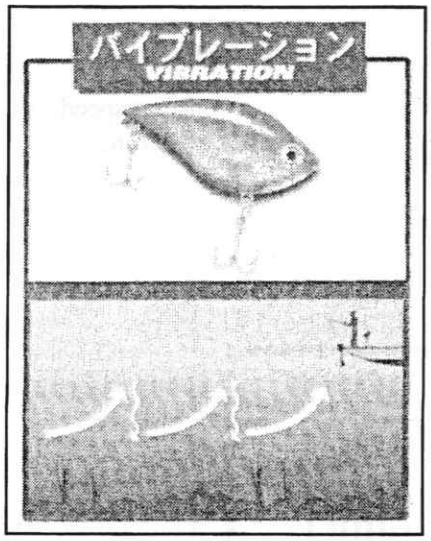
☆ DEEP CRANK (EASY)

This type is used for deep water. Have the lure hit the bottom and reel, then repeat reel & stop action.



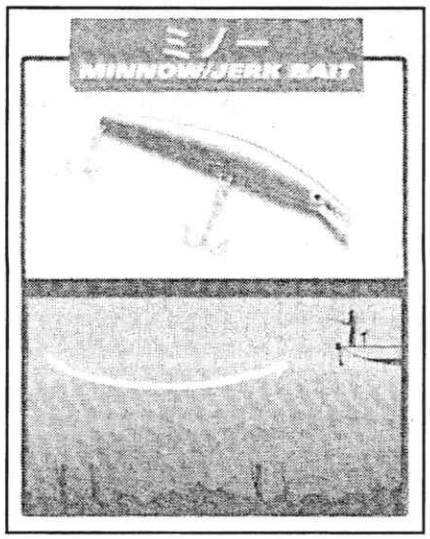
☆ SHALLOW CRANK (EASY)

This is used for shallow water. Have the lure hit the bottom and reel, then repeat reel & stop action.



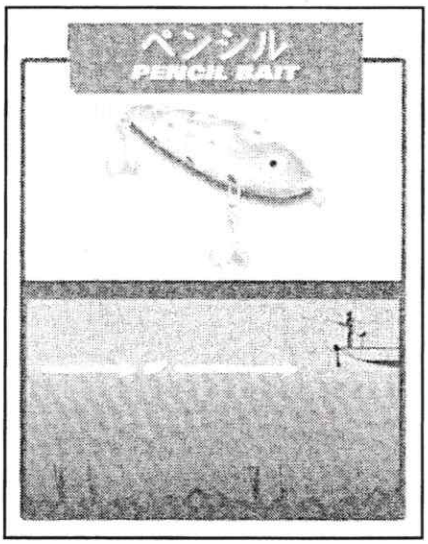
☆ VIBRATION (EASY)

Attract bass by reeling at a constant speed or having the lure hit an obstacle such as a stone, driftwood, etc. to cause irregular movements.



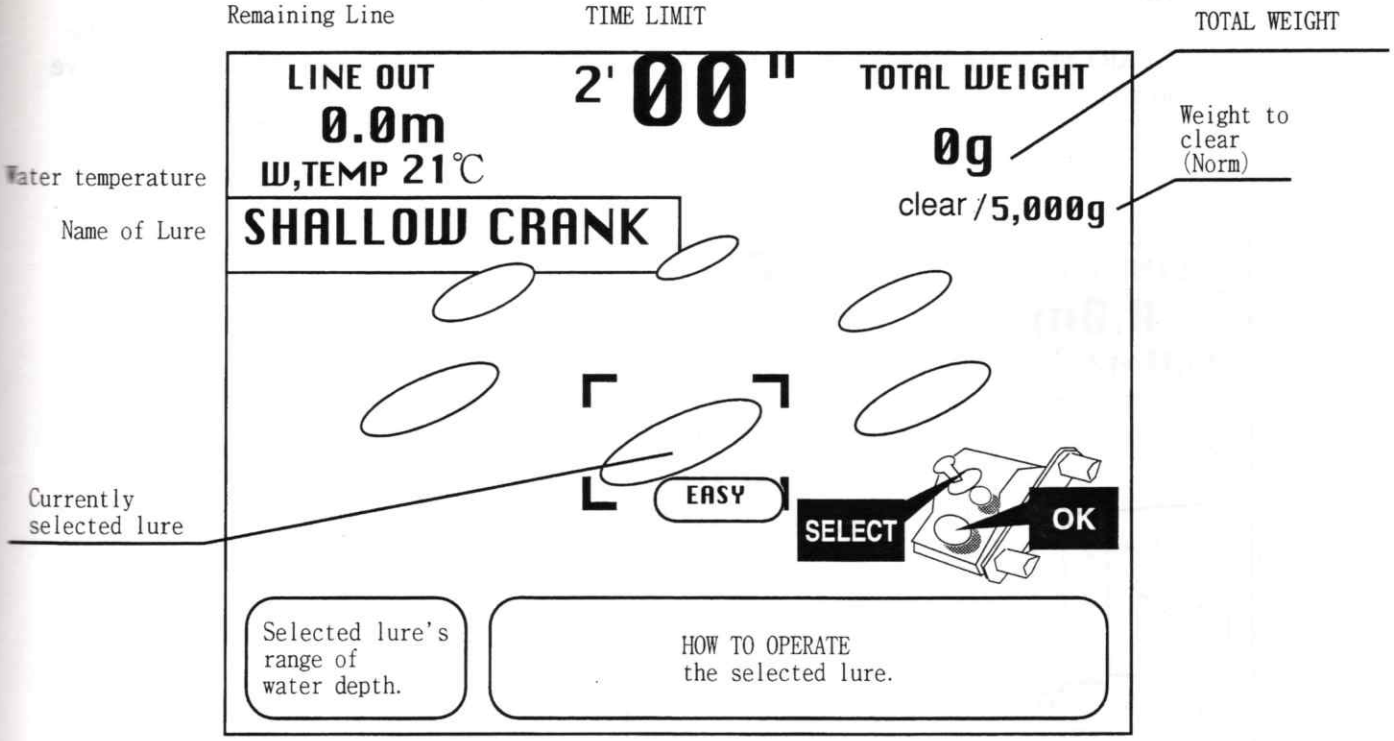
☆MINNOW / JERK BAIT (NORMAL)

Attract bass by reeling at a constant speed and jerking the rod to reel so that the lure will look like small fish making a quick escape.



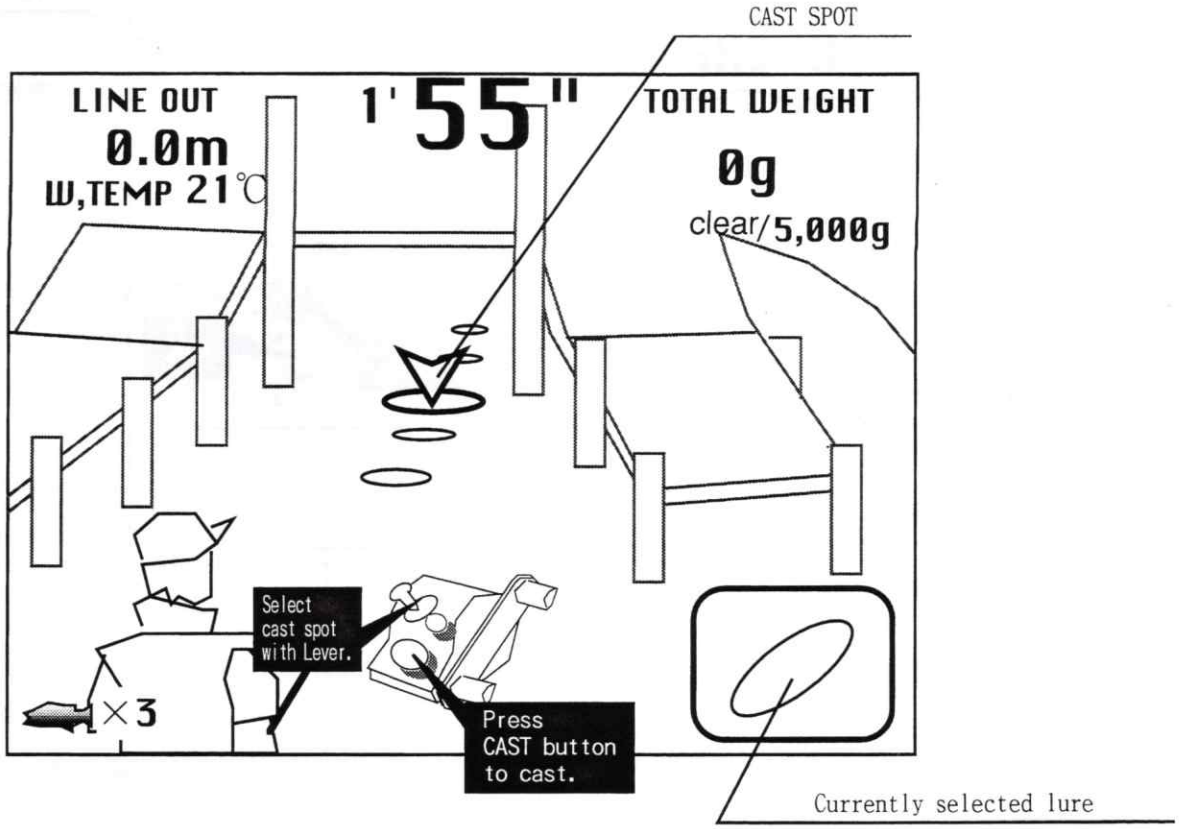
☆ PENCIL BAIT (DIFFICULT)

Attract bass to the water surface by reeling the rod while repeating the slightly twitching motion to have the lure look like small fish or insects writhing on the surface.



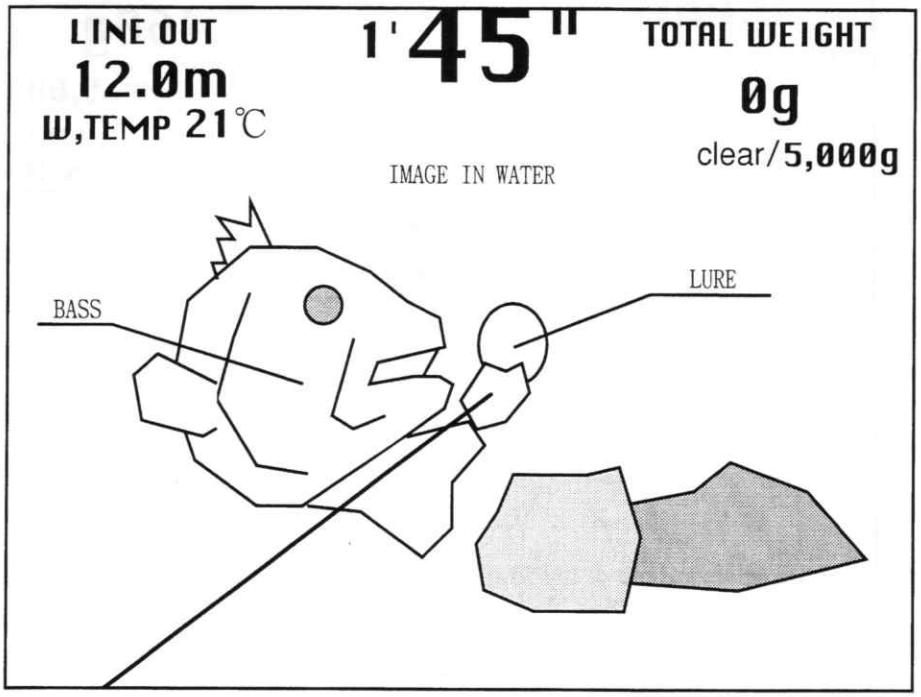
Try to master the best lure and the most appropriate action to catch a big fish.

④ After the lure is decided, set the CAST spot (where to cast the lure). Select with SELECT LEVER or REEL by inclining left or right, and confirm with START/CAST button. Press the START / CAST button to have the lure cast automatically (at this time the player does not have to do the cast movement).



Having its own territory, a big fish is hiding at a certain point in each area depending on the time zone and water temperatures. Cast in various points and find where the big one is.

⑤ When the lure hits the surface, turn the reel handle, move the rod, and activate the lure to attract bass.
At this time, viewpoint can be changed by operating the SELECT LEVER.

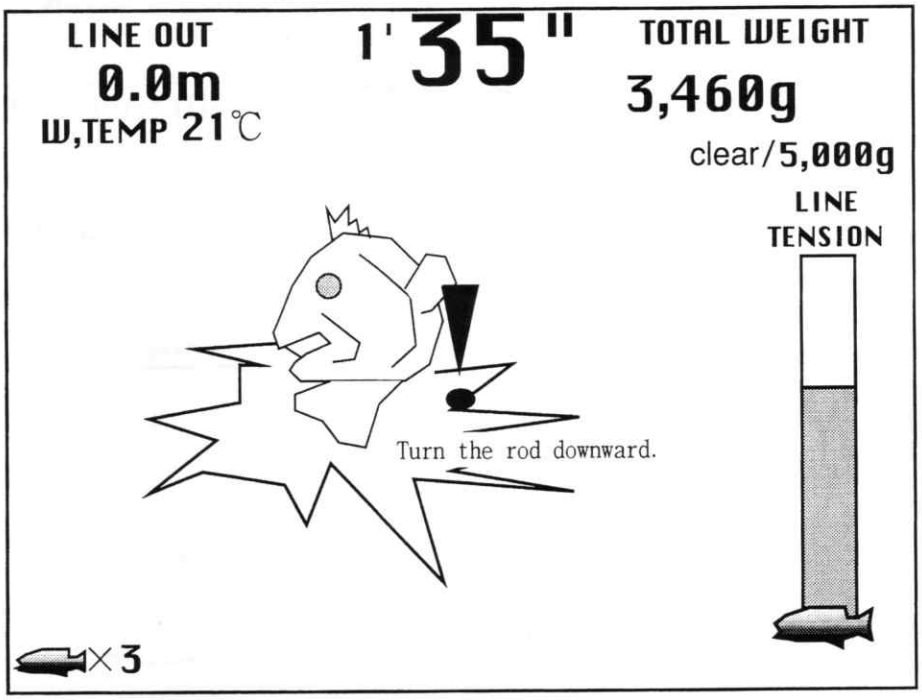


When bass snaps at the lure, pull the reel towards you by hooking up.

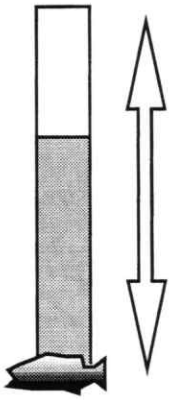
For timely hooking ..... FISH! is displayed.
For untimely hooking ..... MISS! is displayed.

For a successful hooking, HIT BONUS time is added depending on the size of the hit bass.

⑥ When the bass is hooked, pull it towards you by paying attention to LINE TENSION METER.



LINE TENSION



LINE TENSION METER

If the line tension is too high, "Line's gonna break!" will be displayed.

If the line tension is too low, "Reel it in" will be displayed.

Stop reeling and hold out!

⇨ "Line's gonna break!" ⇨ "Line's gonna break!" 8,800g

Displays the weight of the lost fish.

If not operated skilfully.

"Reel it in"

⇨ Reel and stretch the line tight. ⇨ LOST! 8,800g

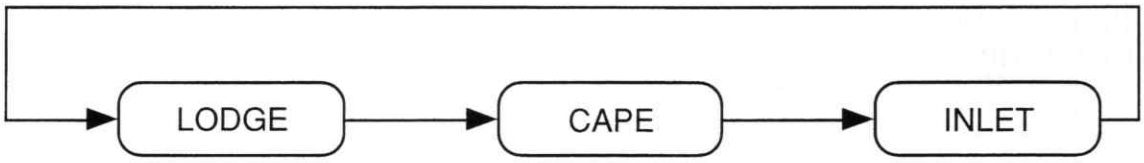
Displays the weight of the lost fish.

If not operated skilfully.

⑦ When the bass is fished up, the following 5-step display & WEIGHT to be added to the total weight are shown. Then, BONUS TIME is added depending on the weight of the bass.

SMALL ONE
MEDIUM
BIG ONE
SUPER BIG
RECORD SIZE

⑧ If the total weight exceeds the Norm weight , the player can proceed to the next Area. The next Area will be determined automatically as shown.



⑨ Clearing all of the Areas allows the player to proceed to the Special Area where lots of big ones are.

- Every time the player catches 4 basses, the Special Lure will be awarded. Continued use of the lure is allowed in cases of CONTINUE and AREA CLEAR.
- When the player catches a big bass and ranks in the BIG BASS RANKING, he can enter his name. Only the Black Bass is counted for the ranking.

4. EXPLANATION OF TEST AND DATA DISPLAY

By operating the switch unit, periodically perform the tests and data check. When installing the machine initially or collecting cash, or when the machine does not function correctly, perform checking in accordance with the explanations given in this section.
The following shows tests and modes that should be utilized as applicable.

TABLE 4 EXPLANATION OF TEST MODE

ITEMS	DESCRIPTION	REFERENCE SECTIONS
INSTALLATION OF MACHINE	When the machine is installed, perform the following: 1. Check to see that each setting is as per standard setting made at the time of shipment. 2. In the INPUT TEST mode, check each SW and VR. 3. In the OUTPUT TEST mode, check MOTOR BRAKE. 4. In the MEMORY TEST mode, check ICs on the IC Board.	 4−11, 4−12 4−6, 4−13 4−7 4−3, 4−4, 4−5
MEMORY	Choose MEMORY TEST in the MENU mode to allow the MEMORY test to be performed. In this test, PROGRAM RAMs, ROMs, and ICs on the IC Board are checked.	4−3, 4−4, 4−5
PERIODIC SERVICING	Periodically perform the following: 1. MEMORY TEST 2. Ascertain each setting. 3. In the INPUT TEST mode, test the CONTROL device 4. In the OUTPUT TEST mode, check MOTOR BRAKE.	 4−3, 4−4, 4−5 4−11, 4−12 4−6, 4−13 4−7
CONTROL SYSTEM	1. In the INPUT TEST mode, check each SW and VR. 2. Adjust or replace each SW and VR. 3. If the problem can not be solved yet, check the CONTROL's moves.	4−6, 4−13 5 5
MONITOR	In the MONITOR ADJUSTMENT mode, check to see if the PROJECTOR adjustment is appropriately made.	4−9
IC BOARD	1. MEMORY TEST 2. In the SOUND TEST mode, check the sound related ROMs.	4−3, 4−4, 4−5 4−8
DATA CHECK	Check such data as game play time and histogram to adjust the difficulty level, etc.	4−14

WARNING!

- Do not touch places other than those specified. Touching places not specified can cause an electric shock or short circuit accident.
- Be careful so as not to damage wirings. Damaged wiring can cause an electric shock or short circuit accident.

CAUTION!

Perform testing in the status the power is turned on and the Control Panel is open. Your hand and fingers can be caught in the fan, etc. and injured. Do not carelessly touch the mechanism part.

STOP
IMPORTANT!

Adjust to the optimum sound volume by considering the environmental requirements of the installation location.

Open the Control Panel, and the following switches, etc. will appear.
Refer to Section 8, BLAST CITY OWNER'S MANUAL.

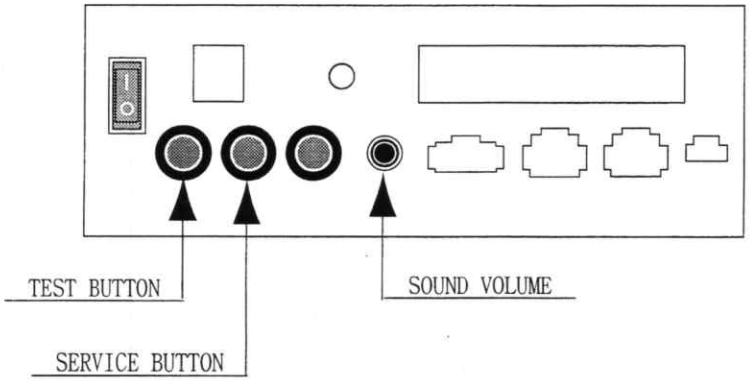


FIG. 4. 1

TEST BUTTON : For the handling of the test button, refer to the following pages.
TEST

SERVICE BUTTON : Gives credits without registering on the coin meter.
SERVICE

SOUND VOLUME : Adjust the Speaker Volume.
SOUND VOLUME

STOP
IMPORTANT!

When changes are made in the settings of GAME ASSIGNMENTS and COIN ASSIGNMENTS, be sure to exit from the Test Mode to return to the Game Mode. (If the power is turned OFF in the Test Mode, the settings can not be rewritten.)

The Test Menu allows the functioning of each part of the Cabinet to be checked, the monitor to be adjusted, and the coins and game related various settings to be performed.

- Press the TEST BUTTON to cause the following Test Menu to be displayed on the monitor. (FIG. 4. 2 a)
- Press the SERVICE BUTTON until the pointer "—>" is moved to the desired item to make a selection.
- Bring the pointer "—>" to the desired item and press the TEST BUTTON to enter the selected item's test.

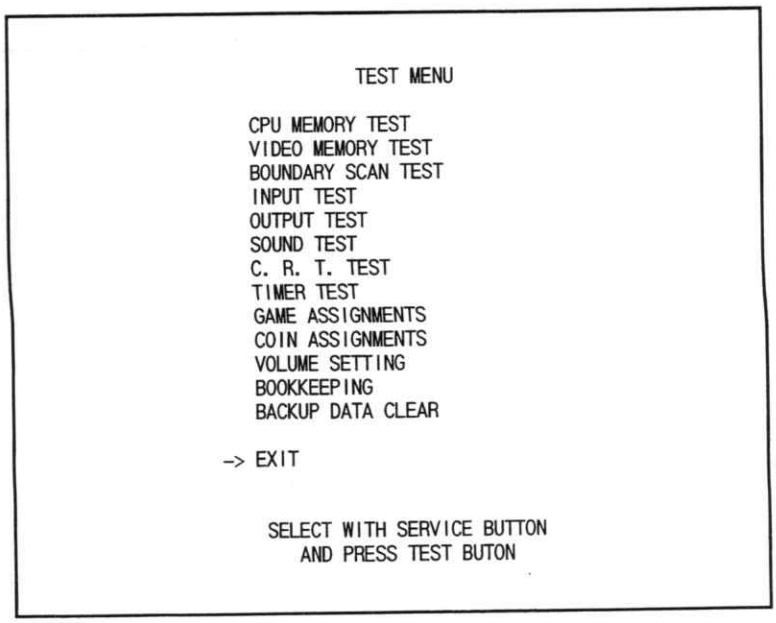


FIG. 4. 2 a TEST MENU

- In the Test mode, the on-the-reel LURE CHANGE button functions the same as TEST button, and the START/CAST button as SERVICE button.

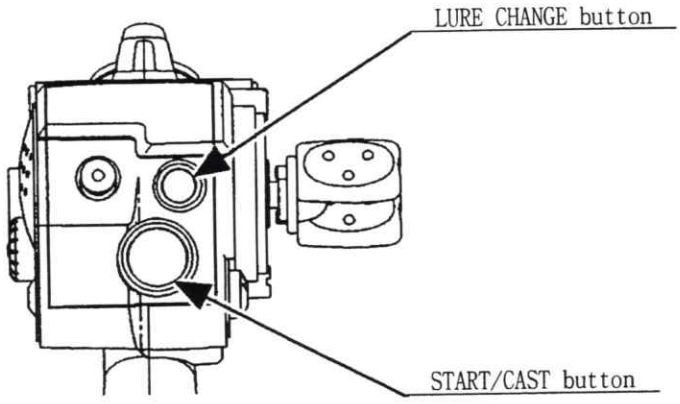


FIG. 4. 2 b

- After the test is complete, move "—>" to "EXIT" and press the TEST BUTTON to return to the Game Mode.

4—3 CPU MEMORY TEST

This allows the functioning of CPU MEMORY IC on the IC Board to be checked automatically. "GOOD" is displayed for the normal IC's and "BAD" is displayed for the abnormal IC's.

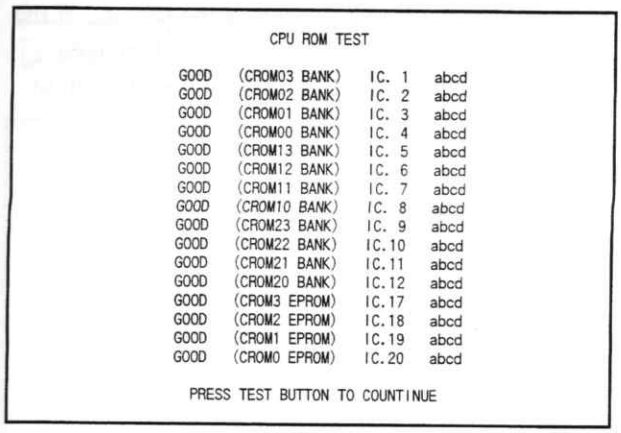

CPU ROM TEST
GOOD (CROM03 BANK) IC. 1 abcd
GOOD (CROM02 BANK) IC. 2 abcd
GOOD (CROM01 BANK) IC. 3 abcd
GOOD (CROM00 BANK) IC. 4 abcd
GOOD (CROM13 BANK) IC. 5 abcd
GOOD (CROM12 BANK) IC. 6 abcd
GOOD (CROM11 BANK) IC. 7 abcd
GOOD (CROM10 BANK) IC. 8 abcd
GOOD (CROM23 BANK) IC. 9 abcd
GOOD (CROM22 BANK) IC.10 abcd
GOOD (CROM21 BANK) IC.11 abcd
GOOD (CROM20 BANK) IC.12 abcd
GOOD (CROM3 EPROM) IC.17 abcd
GOOD (CROM2 EPROM) IC.18 abcd
GOOD (CROM1 EPROM) IC.19 abcd
GOOD (CROM0 EPROM) IC.20 abcd
PRESS TEST BUTTON TO COUNTINUE

FIG. 4. 3 a CPU ROM TEST

This test starts immediately after the selection from the menu in the test mode. When in execution, the "TESTING NOW" message is displayed at the lower part of the screen. Press the Test button to *proceed to CPU RAM TEST.*

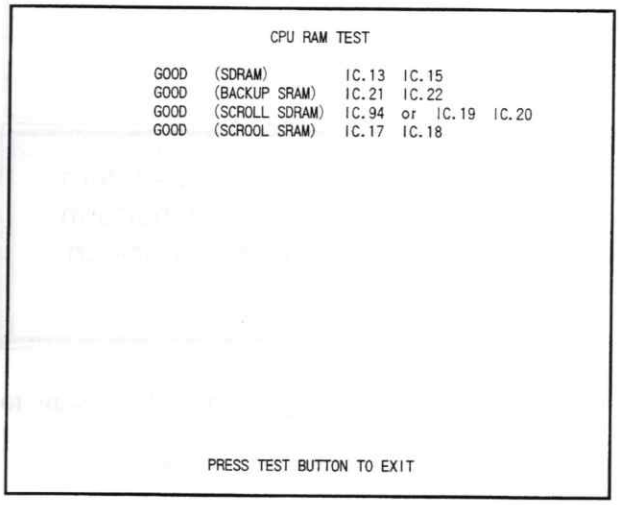

CPU RAM TEST
GOOD (SDRAM) IC.13 IC.15
GOOD (BACKUP SRAM) IC.21 IC.22
GOOD (SCROLL SDRAM) IC.94 or IC.19 IC.20
GOOD (SCROOL SRAM) IC.17 IC.18
PRESS TEST BUTTON TO EXIT

FIG. 4. 3 b CPU RAM TEST

Test starts immediately after proceeding to this mode from CPU ROM TEST. During execution, the "TESTING NOW" message will be displayed at the lower portion of the screen. When an error occurs, the ERROR message is shown. After finishing the test, press the TEST button to return to the menu mode.

4—4 VIDEO MEMORY TEST

This allows the functioning of VIDEO MEMORY IC's on the IC Board to be checked. "GOOD" is displayed for the normal IC's and "BAD" is displayed for the abnormal IC's if any.

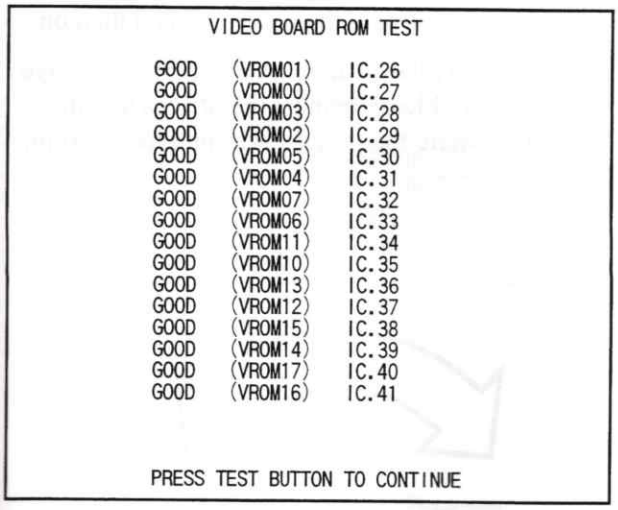


FIG. 4. 4 a VIDEO BOARD ROM TEST

Test starts immediately after proceeding to this mode from the menu in the test mode. During execution, the "TESTING NOW" message will be displayed at the lower portion of the screen. After finishing the test, press the TEST button to proceed to VIDEO BOARD RAM TEST.

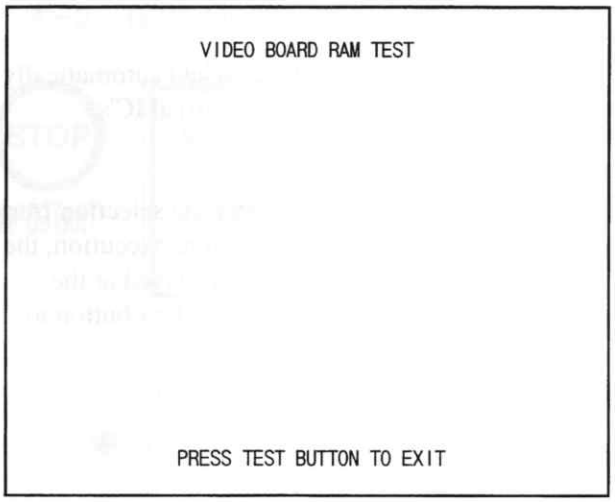


FIG. 4. 4 b VIDEO BOARD RAM TEST

Test starts immediately after proceeding to this mode from VIDEO BOARD ROM TEST. During execution, the "TESTING NOW" message will be displayed at the lower portion of the screen. If the status is satisfactory, nothing will be displayed. After finishing the test, press the TEST button to return to the menu mode.

4—5 BOUNDARY SCAN TEST

STOP
IMPORTANT!

Upon finishing the test, cause the Test Menu to return on the screen, turn the power off and turn it back on again. To avoid malfunctioning, perform IC Board initialization by turning the power off and then turning it back on again.

Selecting "BOUNDARY SCAN TEST" causes the Game Board's testing in terms of hardware to be performed automatically.

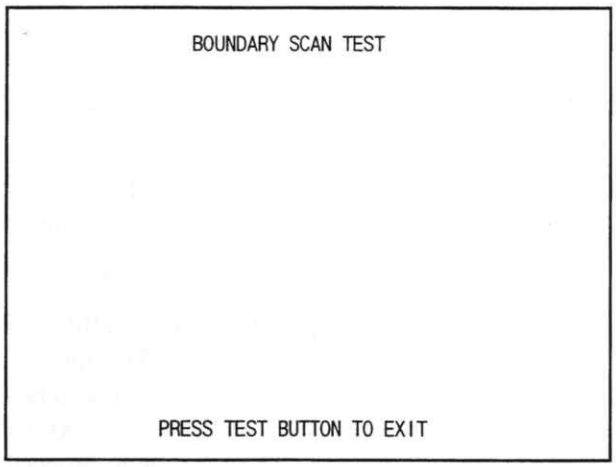


FIG. 4. 5 BOUNDARY SCAN TEST

- When the test is completed, if the results are as shown left, it is satisfactory.
- After finishing the test, press the Test button to have the Menu mode return on the screen. Next, turn the power off and then turn it back on again. To avoid malfunctioning, have the Board initialized by turning the power off and then on.
- If there is any hardware problems, error message is displayed. Please contact the offices herein stated or where the product was purchased from.

CAUTION!

Do not hold any part other than the GRIP when operating the Reel.
Your hand and fingers can be caught in the fan, etc. and injured.

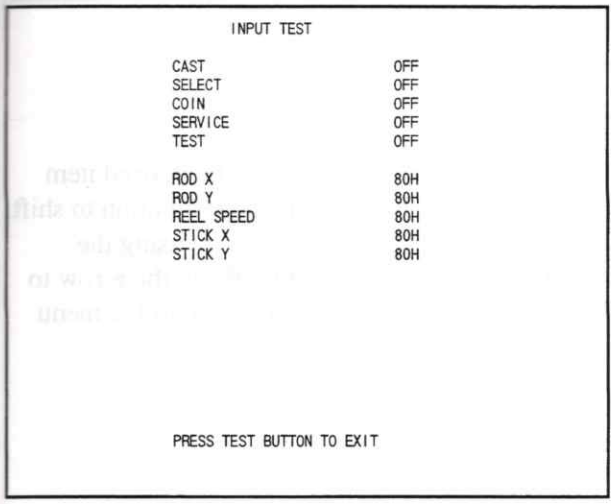


FIG. 4. 6 INPUT TEST

This test mode displays the status of each switch, button, and Volume. When the switch/button corresponding to the name of the item is pressed, if OFF changes to ON, it is satisfactory.
When the corresponding Volume is operated, if the Volume value varies in a natural manner, it is satisfactory.

APPROPRIATE VALUE OF TENSION VOLUME

Tension volume values are displayed in hexadecimal numerals within the range of 00H～ffH.
When the value does not satisfy the following requirements, adjust Volume gear mesh so as to fulfill the required range.

MIN. VALUE: Over 20 H
MAX. VALUE: Under e 0H

Press the TEST button to return to the menu mode.

- ROD X, ROD Y: Volumes which detect reel (rod) operation.
  X: Left/right directions Y: Forward/backward directions
- REEL SPEED: Volume which detects handle operation.
  80H when not turned. Varies as shown below depending on the turning direction.
- STICK X, STICK Y: Volume which detects Select Lever operation.
  X: Left/right directions Y: forward/backward directions

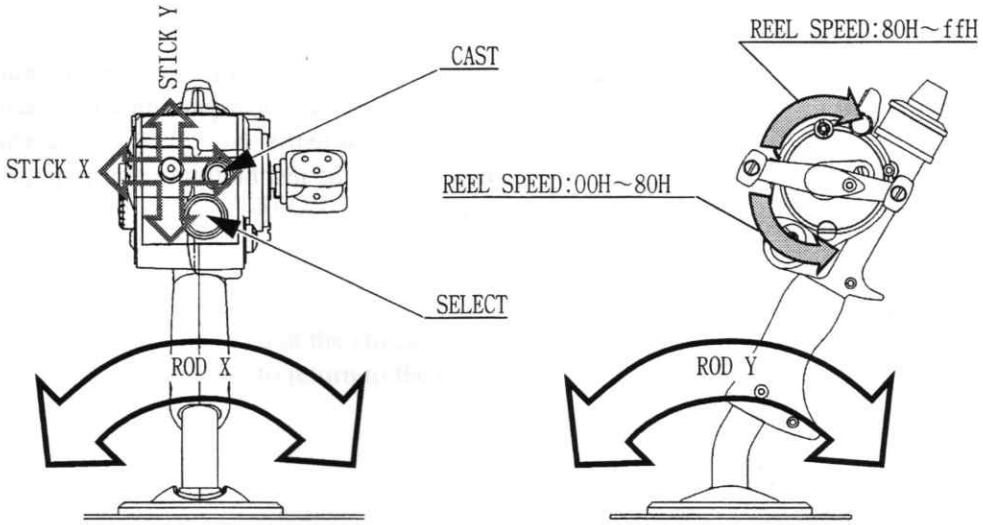


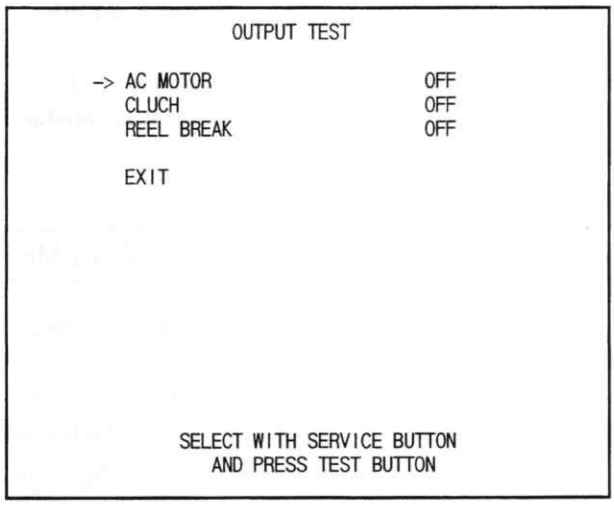
FIG. 4. 6 b

4—7 OUTPUT TEST

CAUTION!

When performing this test, ensure that the Control Panel is closed. Testing with the Control Panel open can cause your hand and fingers to be caught in the mechanism part and injured.

In this test mode, the cabinet's moving parts are checked.



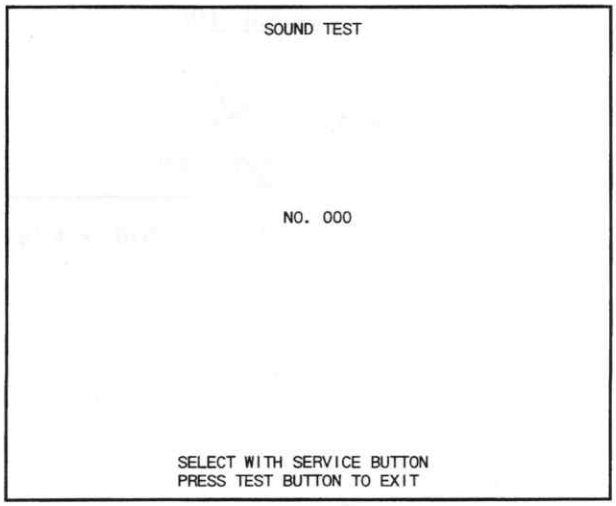
By using the Service button, select the desired item and execute the test by pressing the test button to shift OFF to ON. Selecting another item by using the Service button shifts ON to OFF. Bring the arrow to EXIT and press the test button to return to the menu mode.

FIG. 4. 7 OUTPUT TEST

- AC MOTOR: The motor inside the Control Panel. With "ON," the motor rotates.
- CLUCH: Clutch mechanism inside the Control Panel. With "ON," GRIP operation becomes weightier.
- REEL BREAK: REEL BRAKE which is the mechanism inside the Reel Handle. With "ON," handle operation becomes weightier.

4—8 SOUND TEST

This test mode allows the sound and BGM (background music) used in the game to be checked.



Press the Service button to increase the number by one and the sound corresponding to the number will be emitted. Note that No. 000 does not emit any sound. Press the test button to return to the menu mode.

FIG. 4. 8 SOUND TEST

① RGB Color Adjustment Mode
This allows monitor color to be checked.

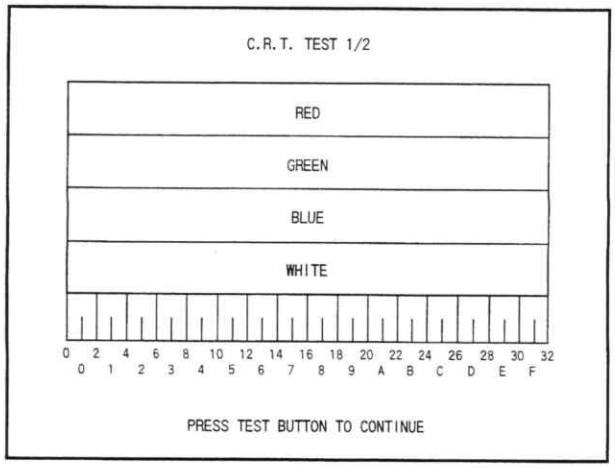


FIG. 4. 9 a C.R.T. TEST (1/2)

Each of red, green, and blue colors is darkest at the left-hand end and becomes brighter in 32 gradations towards the right-hand end. The brightness of the monitor is satisfactory if the white color bar is blackish at the left-hand end and whitish at the right-hand end.
Press the test button to proceed to the next mode.

② Monitor Size Adjustment Mode
Monitor size is checked in this mode.

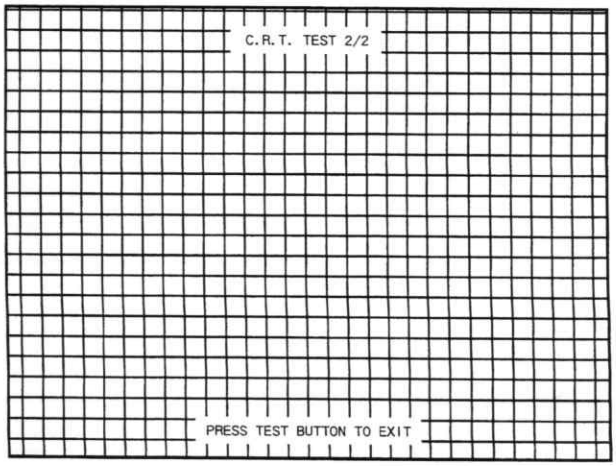


FIG. 4. 9 b C. R. T. TEST (2/2)

Make adjustment so that the checkered lines do not go beyond the screen size.
Press the test button to return to the menu mode.

4—10 TIMER TEST

This test mode allows the setting of year, month & day, as well as built-in battery, and real time clock to be checked.

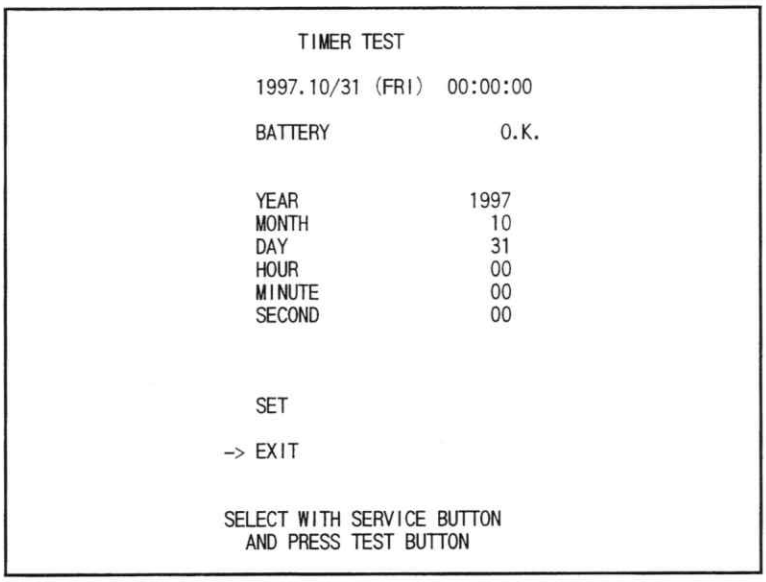


FIG. 4. 10

Press the Service button to bring the arrow to the setting item.
Press the Test button to set the desired value for each item.
Press the Service button to move the arrow and bring it to SET, then press the test button to change to the set value.
Bring the arrow to EXIT and press the test button to return to the menu mode.

STOP
IMPORTANT!

With "ON" in the TOURNAMENT MODE, the ranking data stored at that time is cleared. The BOOKKEEPING data is retained.

Selecting GAME ASSIGNMENTS in the menu mode causes the following screen to be displayed and also the game difficulty setting, etc. to be performed. Each item displays the following contents.

```
                GAME ASSIGNMENTS

-> GAME DIFFICULTY              NORMAL
   GAME MODE                    NORMAL
   GAME TIME                    1M 30S
   CONTINUE TIME                1M 20S
   ADVERTISE SOUND              ON
   TOURNAMENT MODE              OFF


   EXIT


   COUNTRY                      XXXXX

        SELECT WITH SERVICE BUTTON
          AND PRESS TEST BUTTON
```

FIG. 4. 11 a GAME ASSIGNMENT

```
                GAME ASSIGNMENTS


                GAME MODE EVENT

          -> GAME TIME      2m 30s

             EXIT



          SELECT WITH SERVICE BUTTON
            AND PRESS TEST BUTTON
```

FIG. 4. 11 b GAME ASSIGNMENT (EVENT MODE)

● GAME DIFFICULTY
This can be selected from among the 5 levels, i. e., VERY EASY, MEDIUM EASY, NORMAL, MEDIUM HARD and VERY HARD. In this item, what varies is "CLEAR WEIGHT" and whether bass activity (snapping at the lure) is high or low.

● GAME MODE
Two types, i. e., NORMAL and EVENT are available. The EVENT mode is not suitable for the normal operation.

● GAME TIME
Setting the game time for the first stage.
Game time can be set in increments of 10 seconds from 1M 00S up to 3M 50S.

● CONTINUE TIME
Setting the game time for CONTINUE PLAY.
This game time can be set in increments of 10 seconds from 1M 00S up to 3M 50S.

● ADVERTISE SOUND
Whether sound is to be emitted (ON) or not (OFF) during the DEMO mode is set.

● TOURNAMENT MODE
With "ON," the Ranking Display indicates the best one of daily , weekly, bi-weekly, and monthly data, and also data from the first through 50th positions in the past. The Ranking Display alternates per loop of the ADVERTISE mode.
With "OFF," only the past ranking from the first through 50th positions is displayed.

● COUNTRY
Display only. Setting is not changeable.

EVENT MODE

Selecting EVENT MODE allows you to set the game time from 1M 00S up to 5M 00S in increments of 30 seconds. CONTINUE is not possible in the EVENT mode. Name Entry, Ranking Display, etc., do not exist in this mode. Depending on the size of bass fished, the player's place is determined, the results are displayed and the game is over.

SETTING CHANGE PROCEDURE

① Press the SERVICE BUTTON to bring the arrow (->) to the desired setting change item.
② Press the TEST BUTTON to choose the desired setting item.
③ Bring the arrow to EXIT and press the TEST BUTTON to return to the menu mode.

4—12 COIN ASSIGNMENTS

The "COIN ASSIGNMENTS" mode permits you to set the start number of credits, as well as the basic numbers of coins and credits. This mode expresses "how many coins correspond to how many credits."

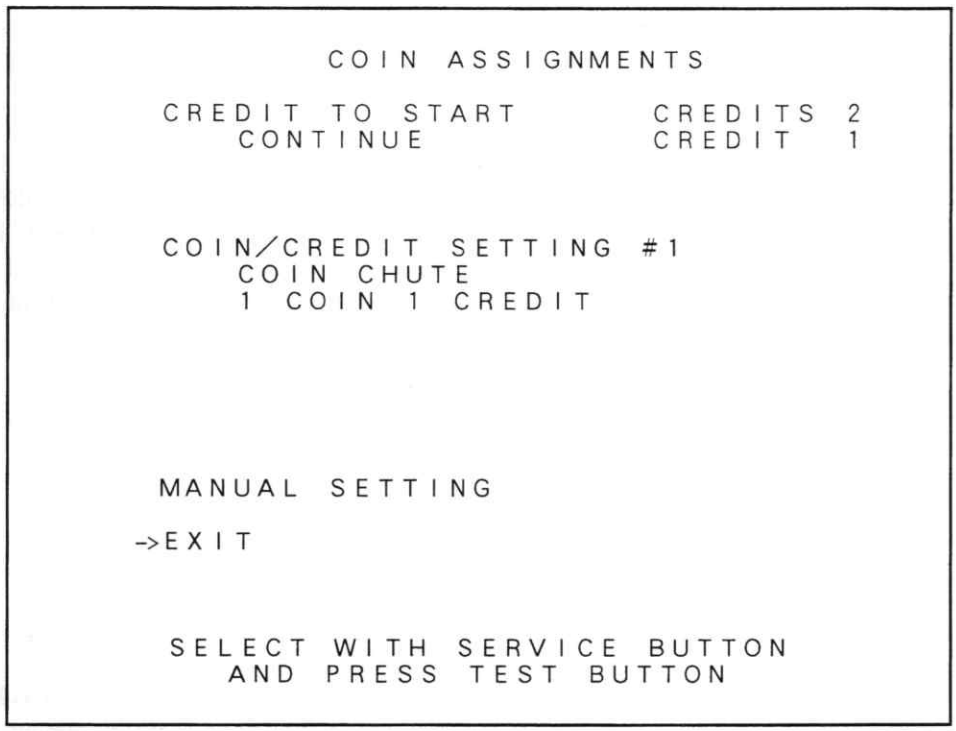


FIG. 4. 12 a COIN ASSIGNMENTS

- **COIN/CREDIT SETTING** "How many coins correspond to how many credits." In this machine, selection as per Table 4. 12 a is possible.
- **MANUAL SETTING** Allows for finer settings. (Table 4. 12 b)

SETTING CHANGE PROCEDURE

① Press the SERVICE BUTTON to bring the arrow (->) to the desired setting change item.

② Press the TEST BUTTON to choose the desired setting item.

③ Bring the arrow to EXIT and press the TEST BUTTON to return to the menu mode.

Note that depending on the by-country settings, some settings may not be displayed.

TABLE 4. 12 a COIN/CREDIT SETTING

NAME OF SETTING	FUNCTIONING OF COIN CHUTE #1	FUNCTIONING OF COIN CHUTE #2
SETTING #1	1 COIN 1 CREDIT	1 COIN 1 CREDIT
SETTING #2	1 COIN 2 CREDITS	1 COIN 1 CREDIT
SETTING #3	1 COIN 3 CREDITS	1 COIN 1 CREDIT
SETTING #4	1 COIN 4 CREDIT S	1 COIN 1 CREDIT
SETTING #5	1 COIN 5 CREDITS	1 COIN 1 CREDIT
SETTING #6	1 COIN 2 CREDITS	1 COIN 2 CREDITS
SETTING #7	1 COIN 5 CREDITS	1 COIN 2 CREDITS
SETTING #8	1 COIN 3 CREDITS	1 COIN 3 CREDITS
SETTING #9	1 COIN 4 CREDITS	1 COIN 4 CREDITS
SETTING #10	1 COIN 5 CREDITS	1 COIN 5 CREDITS
SETTING #11	1 COIN 6 CREDITS	1 COIN 6 CREDITS
SETTING #12	2 COINS 1 CREDIT	2 COINS 1 CREDIT
SETTING #13	1 COIN 1 CREDIT	2 COINS 1 CREDIT
SETTING #14	1 COIN 2 CREDITS	2 COINS 1 CREDIT
SETTING #15	1 COIN 1 CREDIT 2 COINS 3 CREDITS	1 COIN 1 CREDIT 2 COINS 3 CREDITS
SETTING #16	1 COIN 3 CREDIT S	1 COIN 1 CREDITS 2 COINS 3 CREDITS
SETTING #17	3 COINS 1 CREDIT	3 COINS 1 CREDIT
SETTING #18	4 COINS 1 CREDIT	4 COINS 1 CREDIT
SETTING #19	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS
SETTING #20	1 COIN 5 CREDITS	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS
SETTING #21	5 COINS 1 CREDIT	5 COINS 1 CREDIT
SETTING #22	1 COIN 2 CREDITS	3 COINS 1 CREDIT 5 COINS 2 CREDITS
SETTING #23	2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS	2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS
SETTING #24	1 COIN 3 CREDIT	2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS
SETTING #25	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 4 CREDITS 5 COINS 6 CREDITS	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 4 CREDITS 5 COINS 6 CREDITS
SETTING #26	1 COIN 6 CREDITS	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 4 CREDITS 5 COINS 6 CREDITS
SETTING #27	FREE PLAY	FREE PLAY

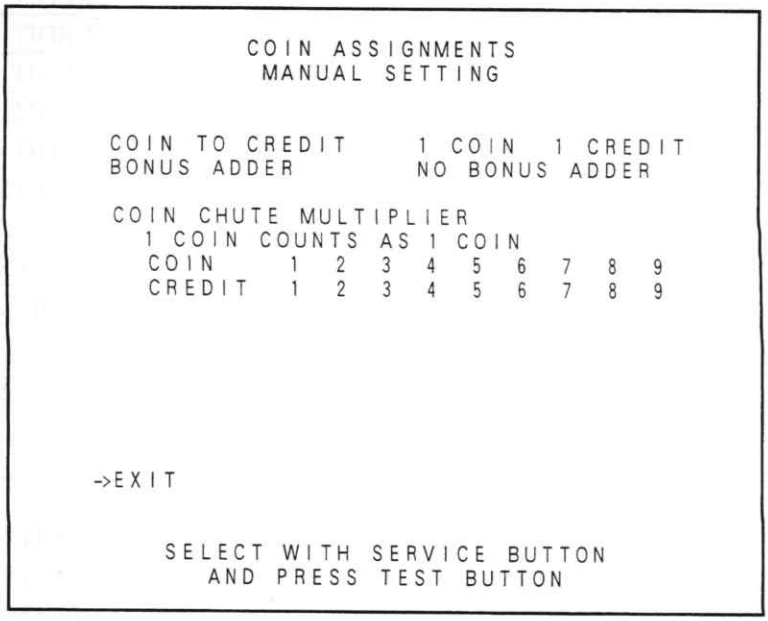

COIN ASSIGNMENTS
MANUAL SETTING
COIN TO CREDIT 1 COIN 1 CREDIT
BONUS ADDER NO BONUS ADDER
COIN CHUTE MULTIPLIER
1 COIN COUNTS AS 1 COIN
COIN 1 2 3 4 5 6 7 8 9
CREDIT 1 2 3 4 5 6 7 8 9
->EXIT
SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

FIG. 4. 12 b COIN ASSIGNMENTS

- **COIN TO CREDIT** — Determines conversion coins/credit.
- **BONUS ADDER** — This sets how many conversion coins should be inserted to obtain one Service Coin.
- **COIN CHUTE MULTIPLIER** — This sets how many inserted tokens one conversion coin represents.

TABLE 4. 12 b MANUAL SETTING

COIN TO CREDIT	1 COIN 1 CREDIT
	2 COINS 1 CREDIT
	3 COINS 1 CREDIT
	4 COINS 1 CREDIT
	5 COINS 1 CREDIT
	6 COINS 1 CREDIT
	7 COINS 1 CREDIT
	8 COINS 1 CREDIT
	9 COINS 1 CREDIT

BONUS ADDER	NO BONUS ADDER
	2 COINS GIVE 1 EXTRA COIN
	3 COINS GIVE 1 EXTRA COIN
	4 COINS GIVE 1 EXTRA COIN
	5 COINS GIVE 1 EXTRA COIN
	6 COINS GIVE 1 EXTRA COIN
	7 COINS GIVE 1 EXTRA COIN
	8 COINS GIVE 1 EXTRA COIN
	9 COINS GIVE 1 EXTRA COIN

COIN CHUTE MULTIPLIER	1 COIN COUNTS AS 1 COIN
	1 COIN COUNTS AS 2 COINS
	1 COIN COUNTS AS 3 COINS
	1 COIN COUNTS AS 4 COINS
	1 COIN COUNTS AS 5 COINS
	1 COIN COUNTS AS 6 COINS
	1 COIN COUNTS AS 7 COINS
	1 COIN COUNTS AS 8 COINS
	1 COIN COUNTS AS 9 COINS

STOP
IMPORTANT!

When newly setting the Volume, while using care not to turn the Steering Wheel, execute EXIT WITH SAVE. Executing EXIT WITH SAVE while the reel handle is revolving results in the status in which the handle is revolving in game though the handle is not actually revolving.

Various Volume setting can be performed. When the Volume is replaced, or volume gear mesh is adjusted, be sure to set the volume value in this mode. At this time, ensure that the Max. value is under e0 and the Min. value is over 20.

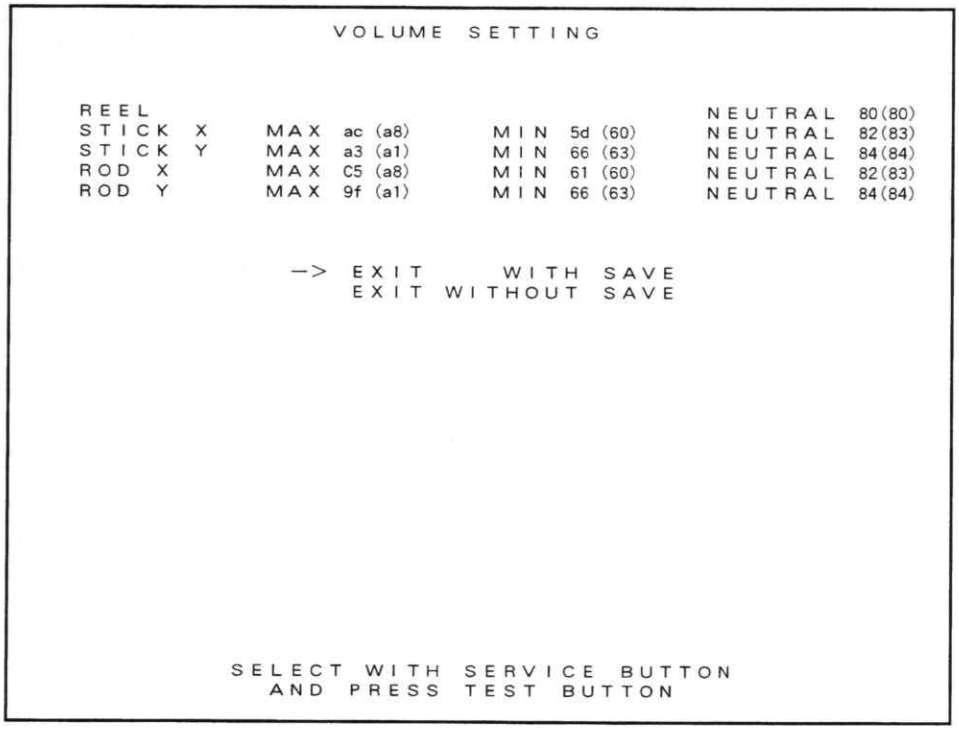

VOLUME SETTING
REEL
STICK X MAX ac (a8) MIN 5d (60) NEUTRAL 80(80)
STICK Y MAX a3 (a1) MIN 66 (63) NEUTRAL 82(83)
ROD X MAX C5 (a8) MIN 61 (60) NEUTRAL 84(84)
ROD Y MAX 9f (a1) MIN 66 (63) NEUTRAL 82(83)
NEUTRAL 84(84)
-> EXIT WITH SAVE
EXIT WITHOUT SAVE
SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

FIG. 4. 13 VOLUME SETTING

Set the Volume value by storing the maximum and minimum values of the Volume.
The numeral value in the parenthesis is the one currently stored. Executing EXIT WITH SAVE allows for newly storing the value shown to the left of the parenthesis.
For setting ROD X and ROD Y, fully move the reel by holding the GRIP within the movable range in the manner to draw a circle. For setting STICK X and STICK Y, move the SELECT LEVER attached to the reel fully within the movable range in the manner to draw a circle.
Select EXIT WITH SAVE by using the SERVICE button and press the TEST button to store the newly inputted results and return to the menu mode.
Selecting EXIT WITHOUT SAVE and pressing the TEST button causes the menu mode to return to the screen without volume value setting change.

This test mode is comprised of 2 pages and allows each data, which relates to credit and game play time, to be checked. Press the test button again to proceed to the next mode.

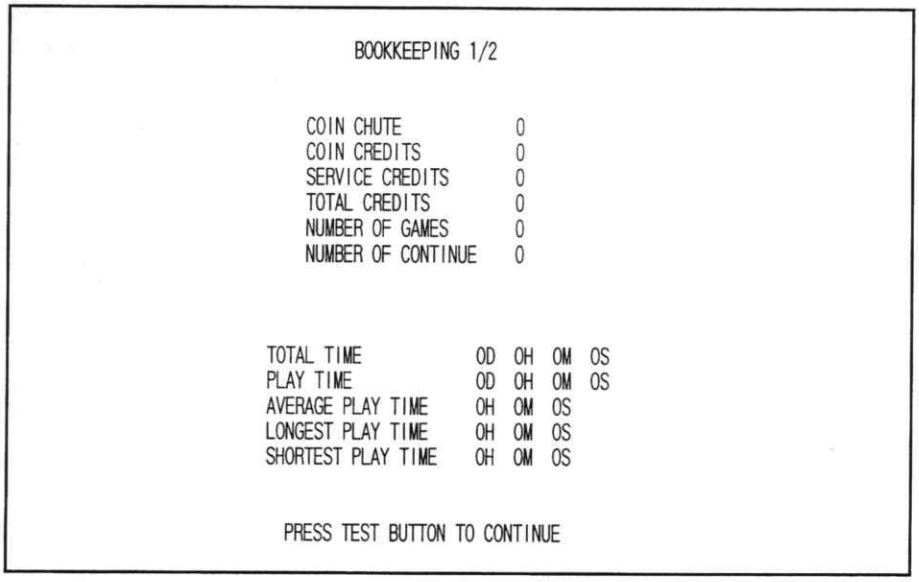

BOOKKEEPING 1/2
COIN CHUTE 0
COIN CREDITS 0
SERVICE CREDITS 0
TOTAL CREDITS 0
NUMBER OF GAMES 0
NUMBER OF CONTINUE 0
TOTAL TIME 0D 0H 0M 0S
PLAY TIME 0D 0H 0M 0S
AVERAGE PLAY TIME 0H 0M 0S
LONGEST PLAY TIME 0H 0M 0S
SHORTEST PLAY TIME 0H 0M 0S
PRESS TEST BUTTON TO CONTINUE

FIG. 4. 14 a BOOKKEEPING (1/2)

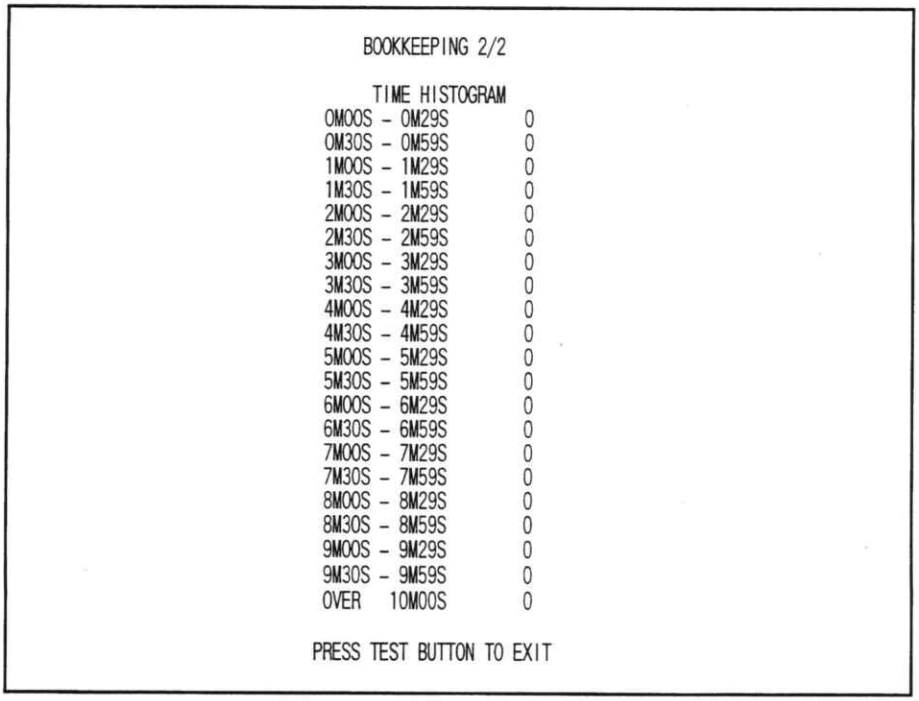


FIG. 4. 14 b BOOKKEEPING (2/2)

Press the test button to return to the menu mode.

4—15 BACKUP DATA CLEAR

The contents of BOOKKEEPING can be cleared. When clearing the BOOKKEEPING contents, bring the arrow to "YES (CLEAR)" by using the Service button, and press the Test button. When the BACKUP DATA CLEAR is finished, "COMPLETED" will be displayed. Press the TEST button to return to the menu mode. Bring the arrow to "NO (CANCEL)" and press the Test button to have the Menu mode return on the screen without clearing the data. Note that this operation does not affect the contents of GAME ASSIGNMENTS.

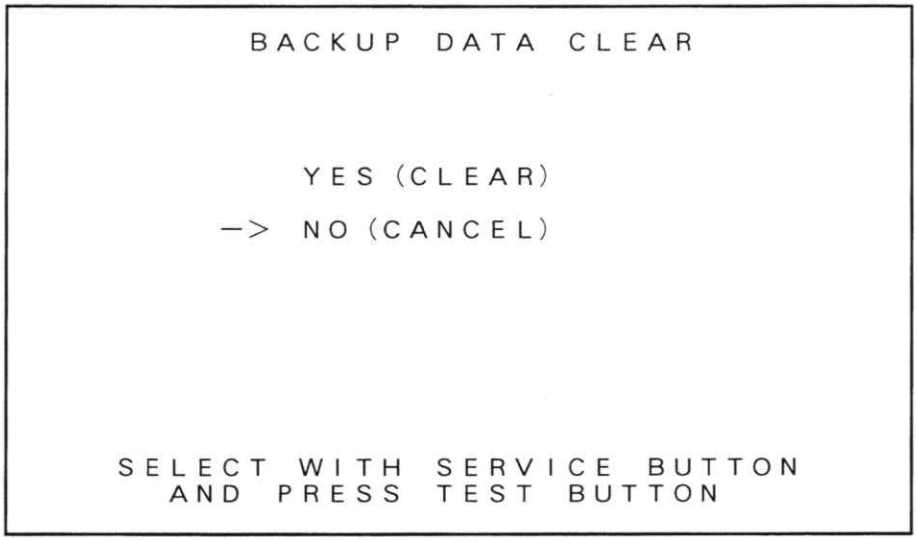


FIG. 4. 15 BACKUP DATA CLEAR

5. CONTROL PANEL

WARNING!

- Work should be performed by Location's Maintenance Man or the Serviceman. Performing work by non-technical personnel can cause electric shock or short circuit accident.
- In order to prevent an electric shock and short circuit, be sure to turn power off before performing work by touching the interior parts of the product.
- Be careful so as not to damage wirings. Damaged wiring can cause an electric shock or short circuit accident.

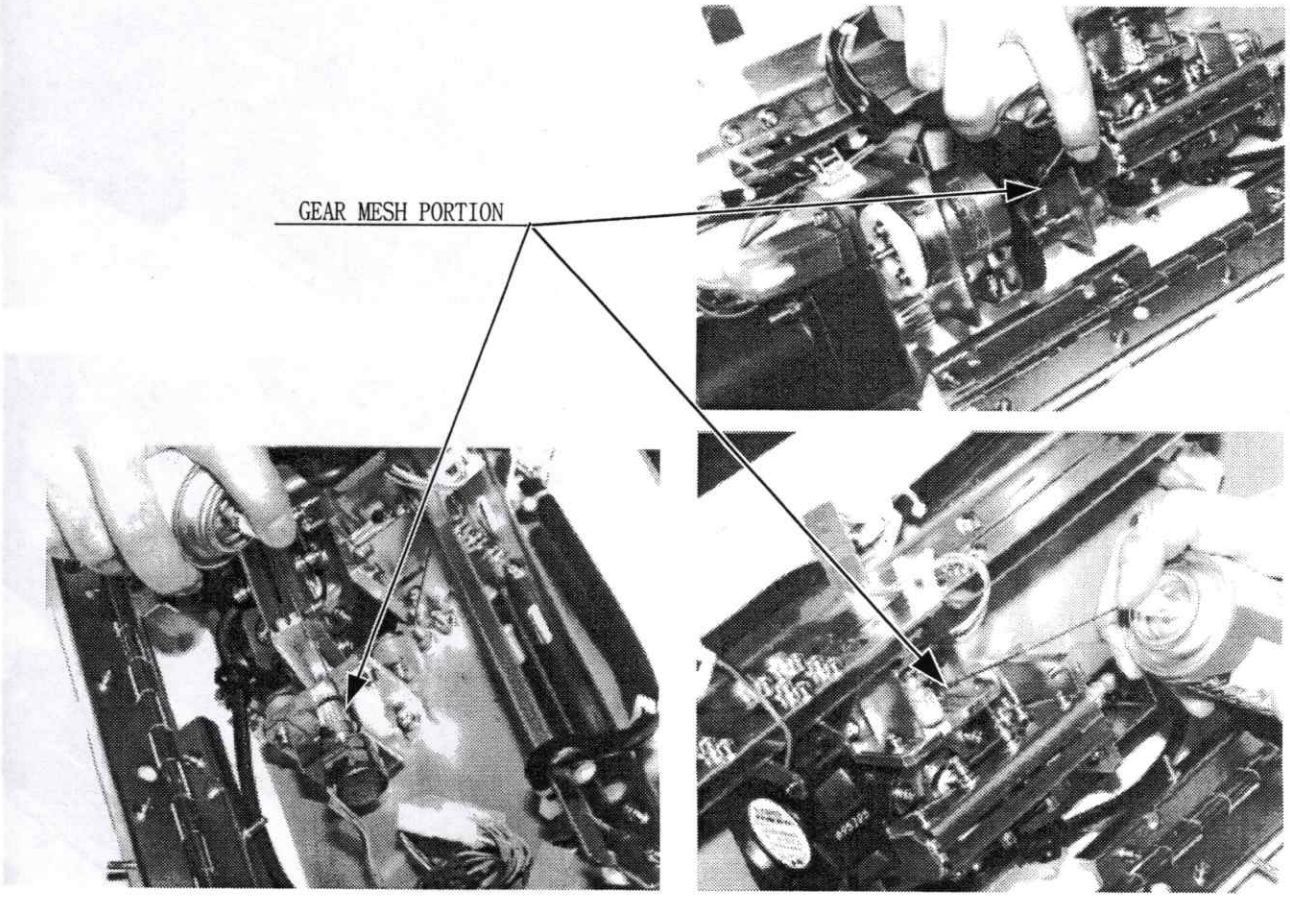
CAUTION!

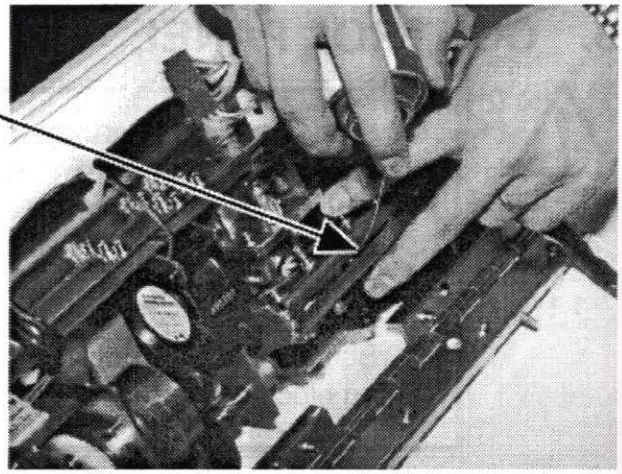
When performing work, use extreme care so as not to exert excessive load or impact to the parts and Control Panel. Careless working can cause injury and or the deformation, damage and loss of parts.

The Control Panel of this product has the mechanism in which the motor, clutch, volume, etc. are used. Periodically check the Control Panel in the test mode to see if there is any fault, and cope with the problem if any at an early stage. Also, once a month, apply greasing to the mechanism part.

5—1 GREASING

Once a month, open the Control Panel and apply greasing to the mechanism part (refer to Section 8, BLAST CITY OWNER'S MANUAL). For Spray Grease, use GREASE MATE (P. No. 090-0066).



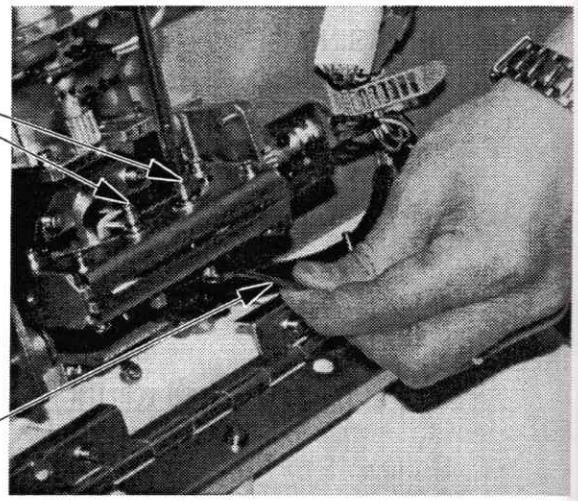


As shown in the PHOTO, insert the Spray Grease Nozzle to the inside of Guide Plate and apply grease to the sliding friction portions of the part.

5—2 REPLACING THE EXTENSION SPRING

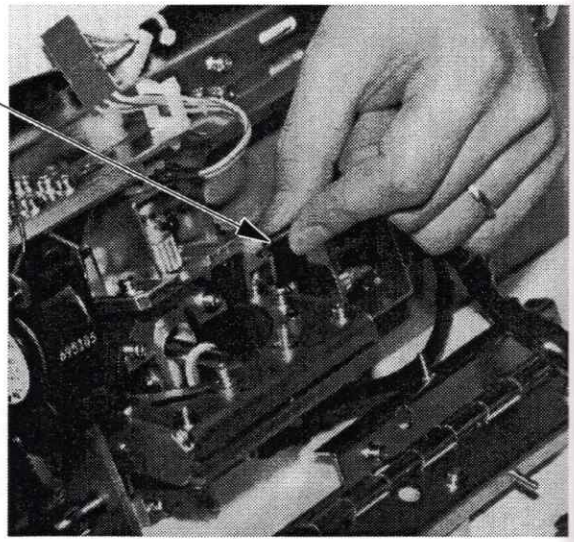
In the case the centering action (to return to the center position) of the reel (rod) is inactive, the cause may be the secular change of or damage to Extension Spring and Torsion Spring. Replace the Extension Spring in the following procedure. Prepare a Spanner (width across flats: 5mm), narrow-edged flat blade type screwdriver, and Phillips type screwdriver (M3 and M4 screws).

① Turn power off and open the Control Panel.

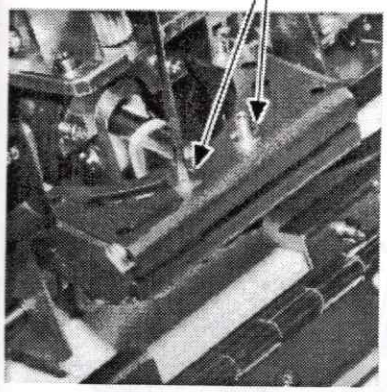


② By securing the pin head with spanner, remove the 2 screws with screwdriver and remove the Spring.

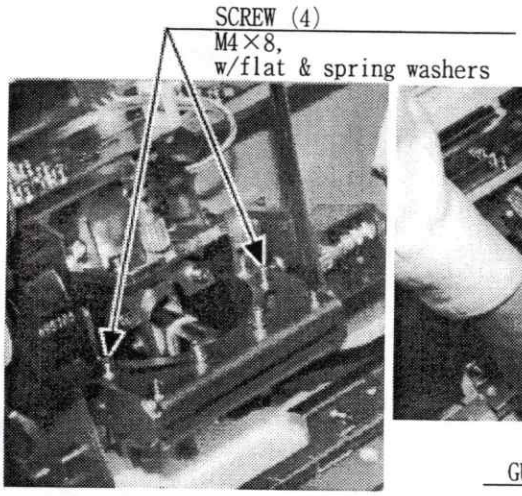
Secure Pin Head with Spanner.

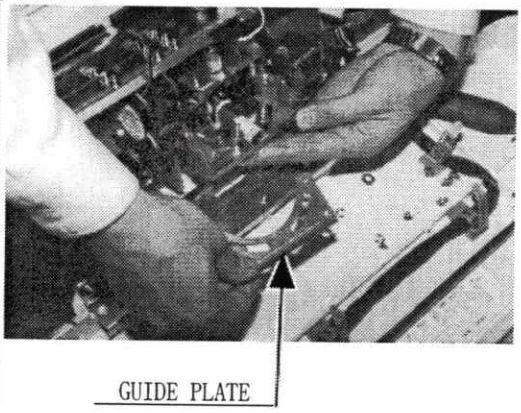


③ By using a narrow-edged flat blade type screwdriver, remove tow E Rings.

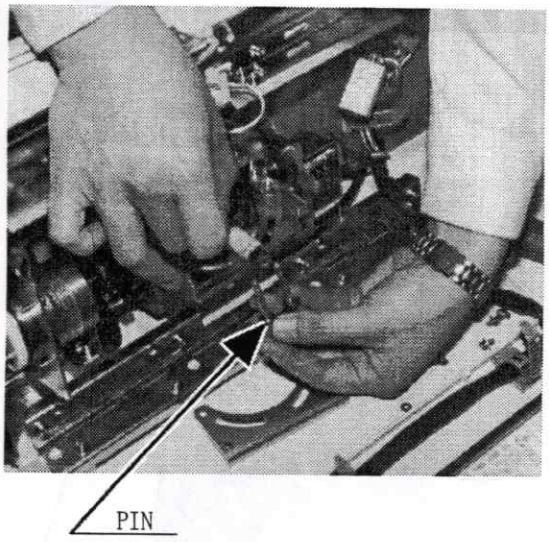


④ Take out the 4 screws and remove the Guide Plate.

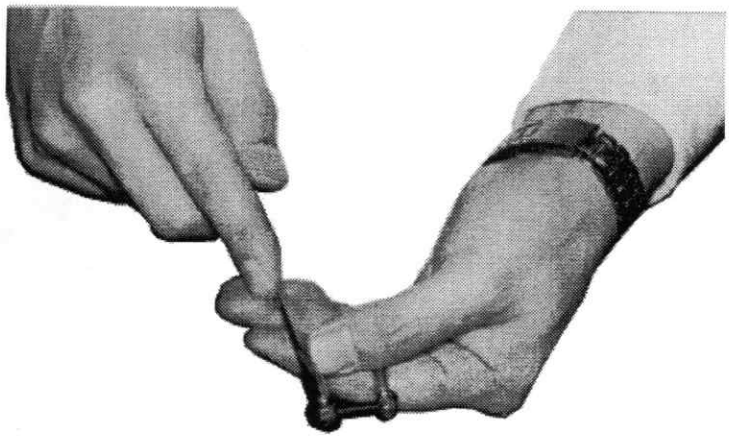




⑤ Remove the 2 Pins. Use care so as not to lose the Collar.



⑥ Remove the two E Rings and the Spring.



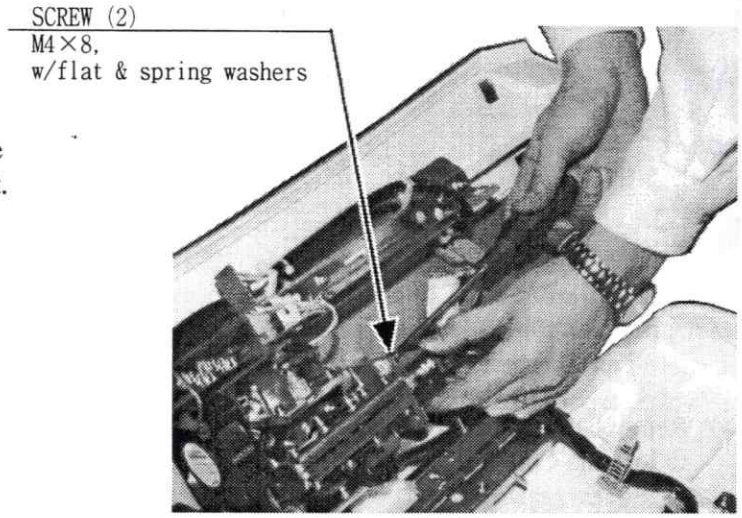
⑦ Replace the Spring.
By referring to the ASSY DRAWING HOT - 3100, install the Spring, E Ring, Washer, etc. in the correct sequential order (Section 7).

5—3 REPLACING THE TORSION SPRING

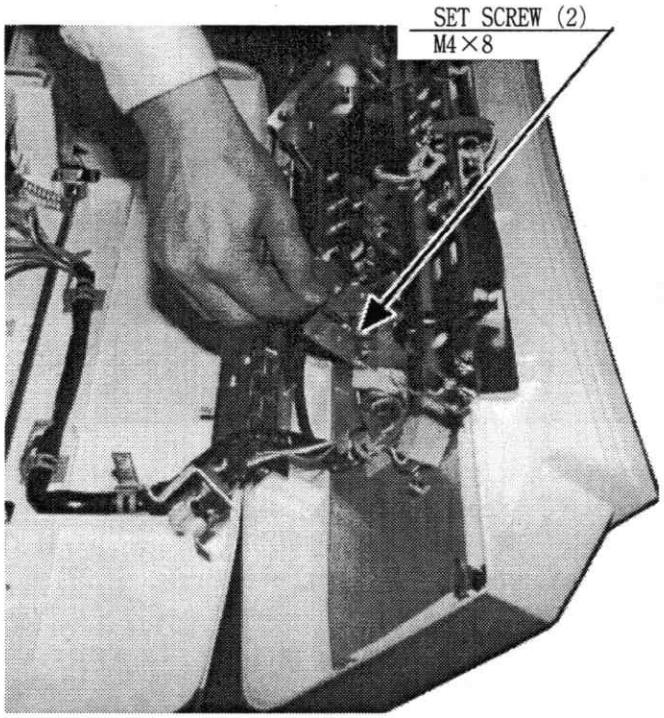
In the case the centering action (to return to the center position) of the reel (rod) is inactive, the cause may be the secular change of or damage to Extension Spring and Torsion Spring. Replace the Extension Spring in the following procedure. Prepare a Phillips type screwdriver for M4 screw, a Hexagon Wrench (width across flats: 2mm), and a screwdriver for M4 Hexagon Nut (width across flats: 7mm).

① Turn power off and open the Control Panel.

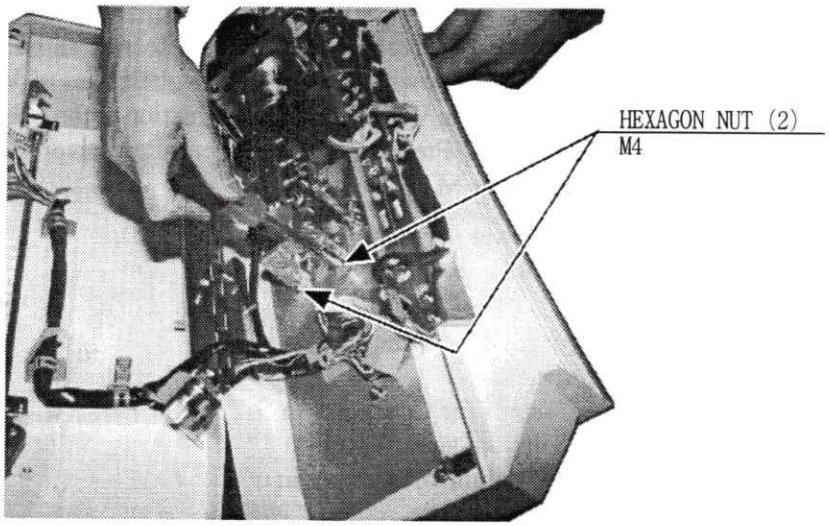
② Take out 2 screws and remove the Volume together with the Bracket.



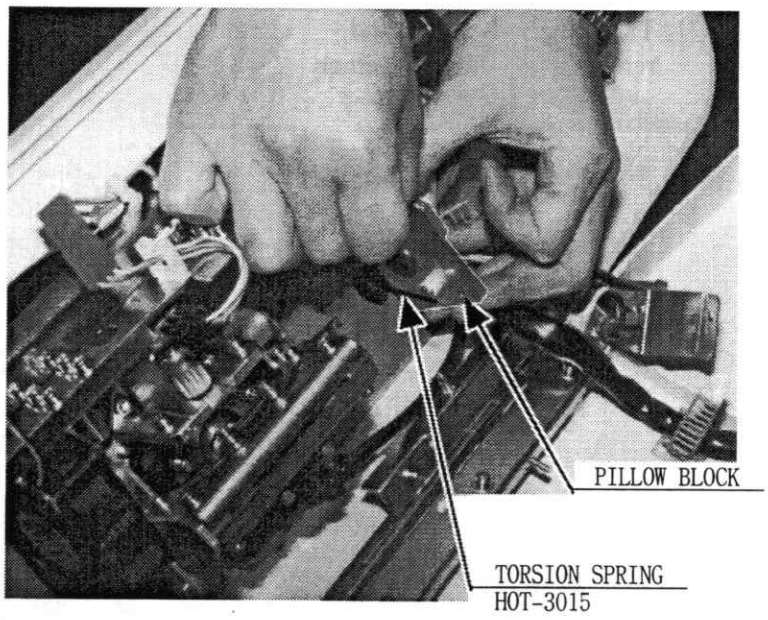
③ Take out the 2 Set Screws and remove the Gear.



④ Take out the 2 Hexagon Nuts and remove Pillow Block and Torsion Spring.

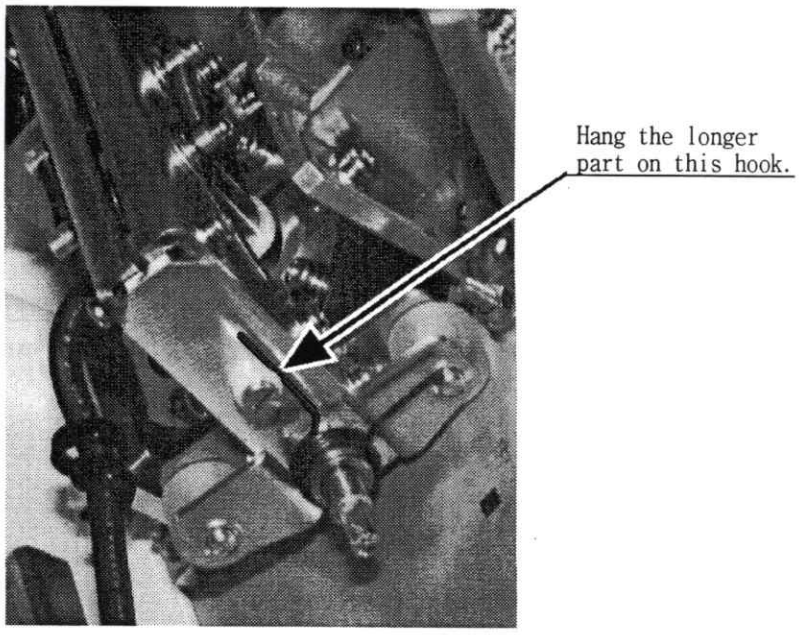


When removing the Pillow Block, be sure to remove it straight from the Shaft. Removing it in an inclined direction can make work more difficult and cause injury hazard. Also, this can cause the opposite side Shaft to be subject to an excessive load and cause shaft damage.



⑤ Replace the Spring. Ensure that the longer part of the Spring is positioned to the Control Panel's center side.

⑥ Reassemble by using the opposite procedure.

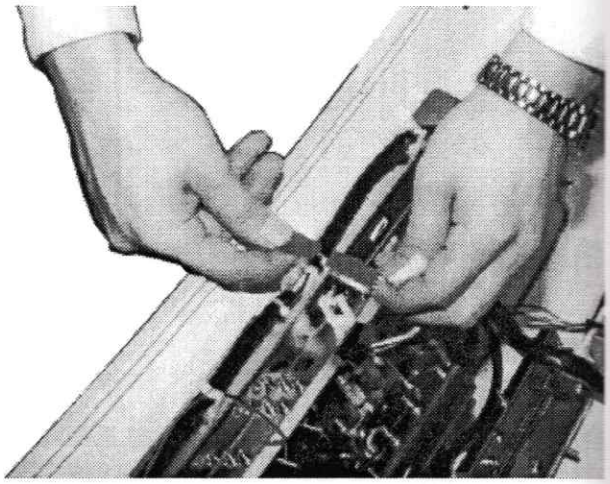


5—4 REPLACING THE VOLUME

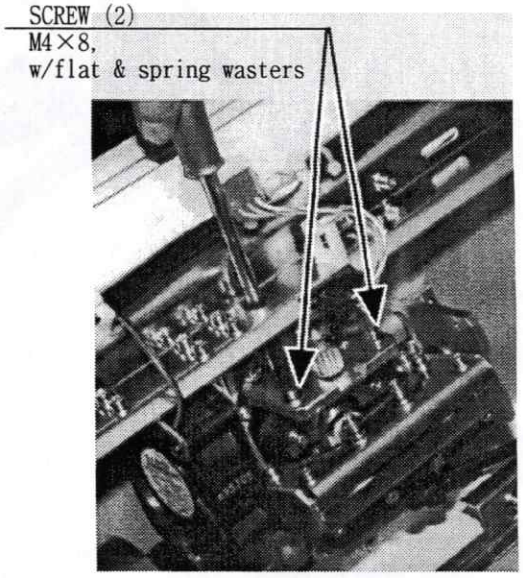
In the TEST mode, if the value variation of ROD X and ROD Y does not match with reel (rod) operation, the cause may be the Volume gear mesh failure, Volume damage, etc. Replace the Volume in the following procedure. Explanations of Volume replacement in the X direction are given below. The Volume in the Y direction is the one to be removed when replacing the Torsion Spring. Prepare a Phillips type screwdriver for M4 screw and a flat-blade type screwdriver for M3 Cheese Head.

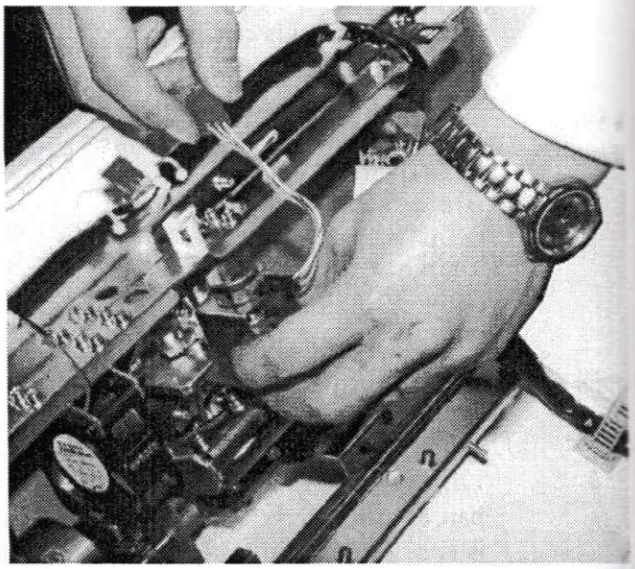
① Turn the power off and open the Control Panel.

② Disconnect the Volume Connectors.
The red one is the Connector in the X direction, and the blue one is the Volume Connector in the Y direction.



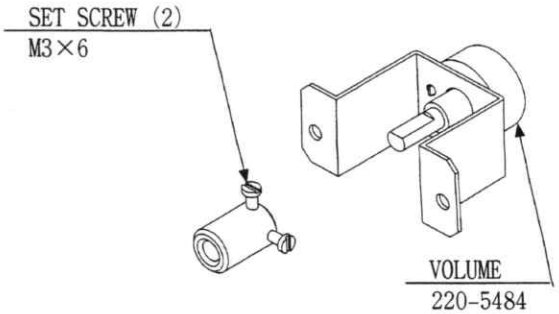
③ Take out the 2 screws and remove the Volume together with the Bracket.





④ Take out the 2 Set Screws and remove the Gear.

⑤ Replace the Volume. Assemble by using the opposite procedure.
At this time, cause the gears to be engaged in the periphery the center of the Volume's movable range when the reel is positioned at the center.



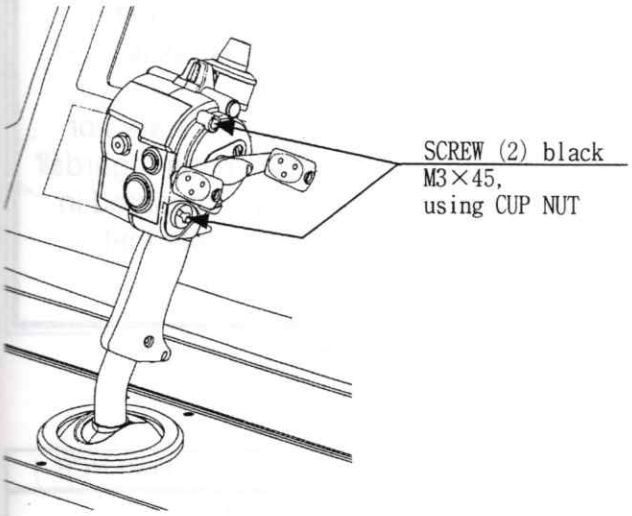
⑥ Turn the power on and perform Volume setting in the TEST mode.

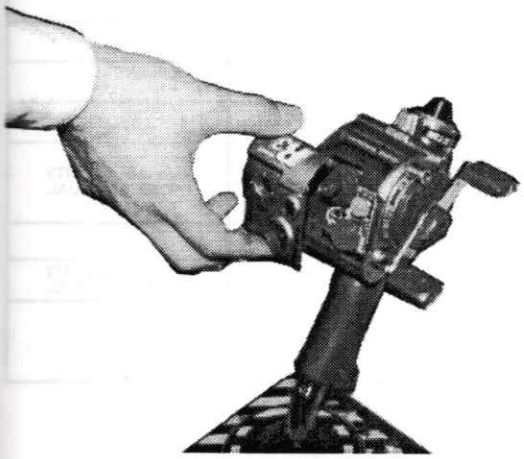
5—5 REPLACING THE INTERNAL PARTS OF REEL

Replace the internal parts of reel by using the following procedure.
Prepare a Phillips type screwdriver for M3 screw.

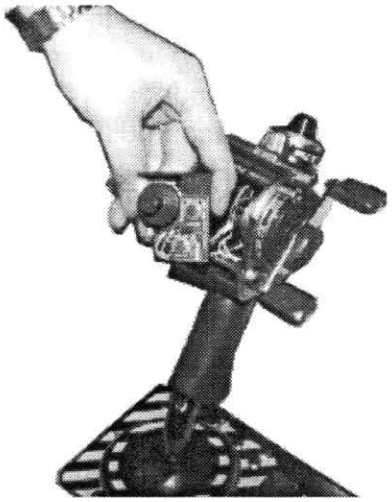
① Turn the power off.

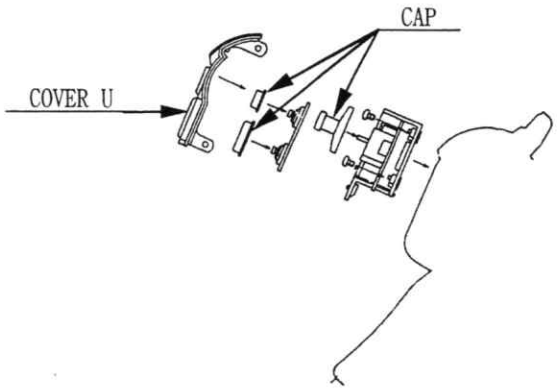
② Take out 2 screws and remove Cover U.





③ Internal SW, etc. can be removed.

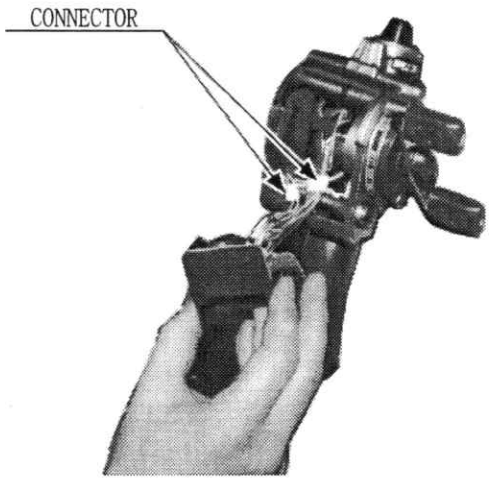




④ Remove the Connector and replace the Board.

⑤ Assemble by using the opposite procedure.

⑥ Turn the power on and perform Volume setting in the TEST mode.



6. PERIODIC INSPECTION TABLE

The items listed below require periodic check and maintenance to retain the performance of this machine and ensure safe operation.

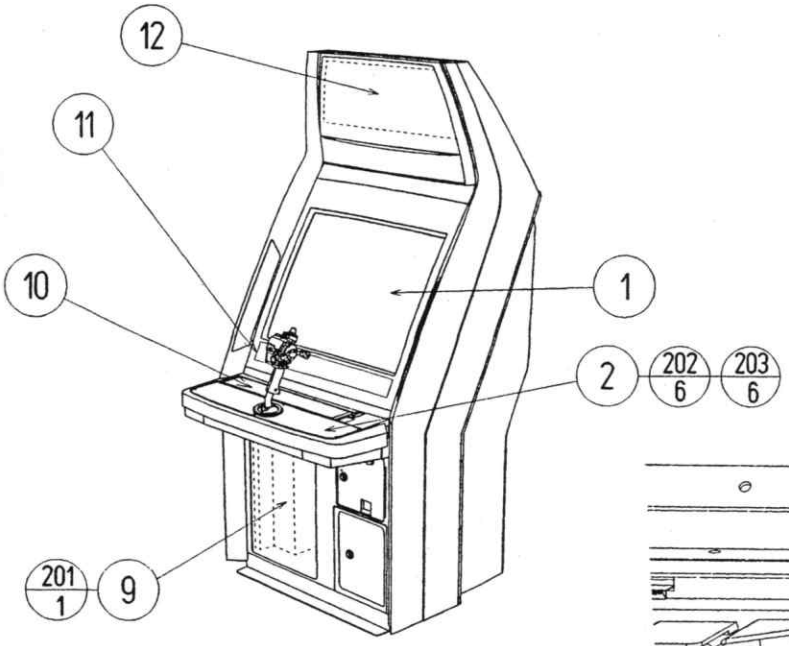
- Be sure to check once a year to see if Power Cords are damaged, the plug is securely inserted, dust is accumulated between the Socket Outlet and the Power Plug, etc. Using the product with dust as is accumulated can cause a fire or electric shock.
- Periodically once a year, request the place of contact herein stated or the Distributor, etc. where the product was purchased from, as regards the interior cleaning. Using the product with dust as is accumulated in the interior without cleaning can cause a fire or accident. Note that cleaning the interior parts can be performed on a pay-basis.

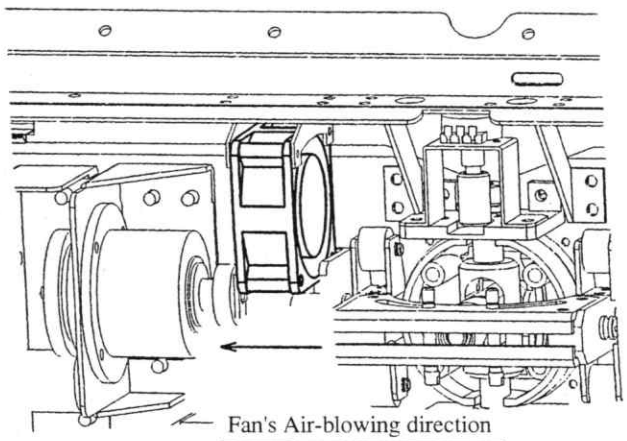
Table 6 PERIODIC INSPECTION TABLE

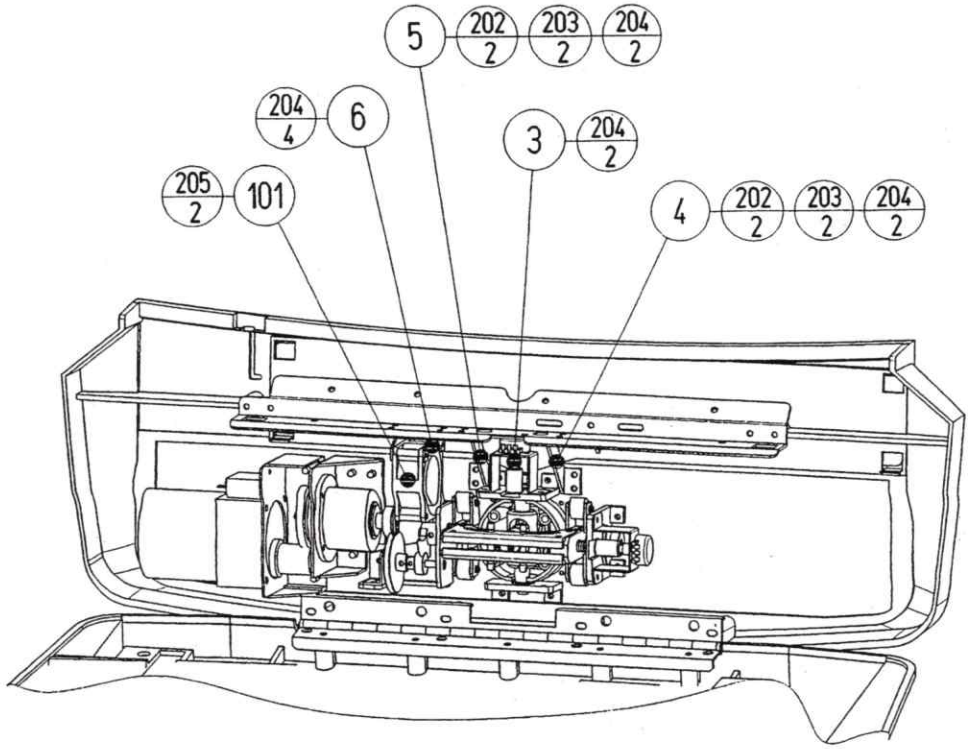
ITEMS	DESCRIPTIONS	PERIOD	REFERENCE
GAME BD	Memory test.	Monthly	4
	Setting check	Monthly	4
Reel (Controller)	SW Volume inspection	Monthly	4
	Apply greasing to Gear mesh portion and sliding friction parts.	Monthly	5-1
Coin Selector	Coin SW inspection	Monthly	4
	Coin insertion test	Monthly	Refer to BLAST CITY OWNER'S MANUAL.
	Coin Selector cleaning	Tri-monthly	
MONITOR	Adjustment check	Monthly	4
	Screen cleaning	Weekly	Refer to BLAST CITY OWNER'S MANUAL.
Power Plug	Inspection and cleaning	Annually	As above
Internal	cleaning		

7. PARTS LIST

① TOP ASSY GET BASS STD (D-1/2)



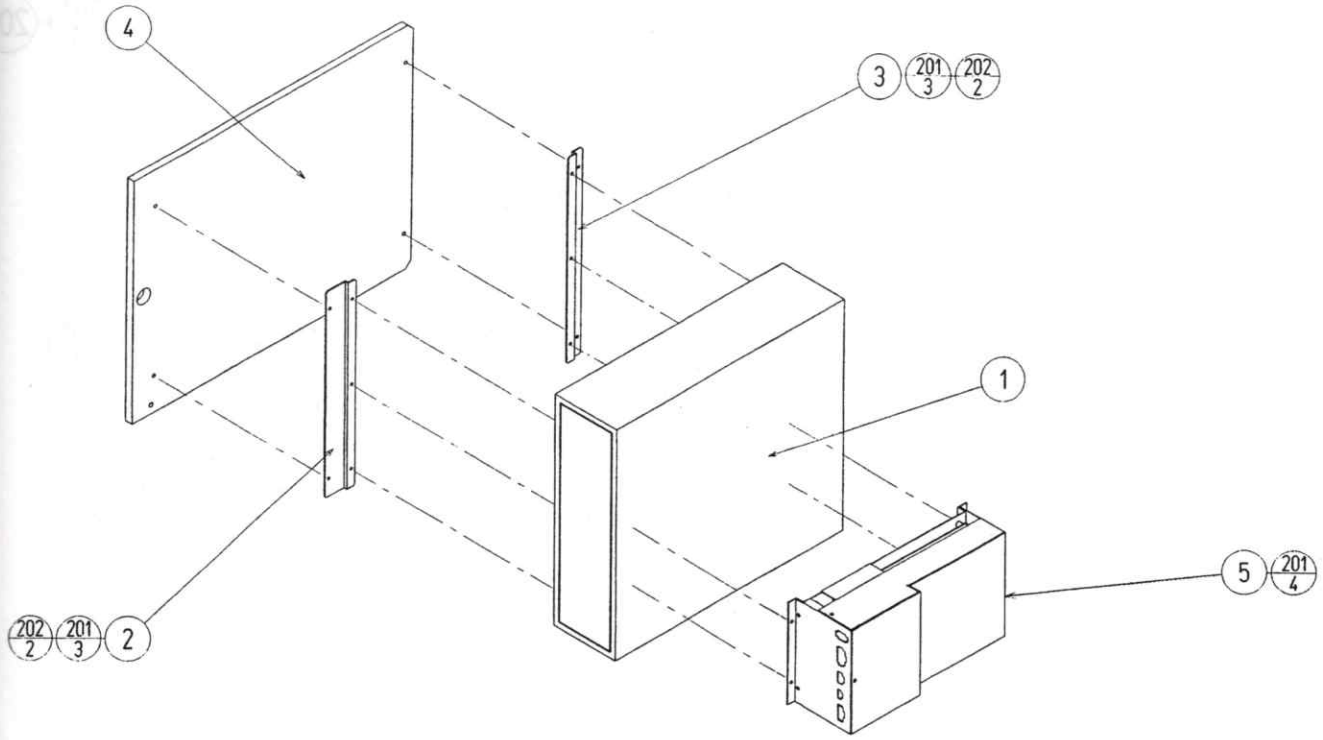




① TOP ASSY GET BASS STD

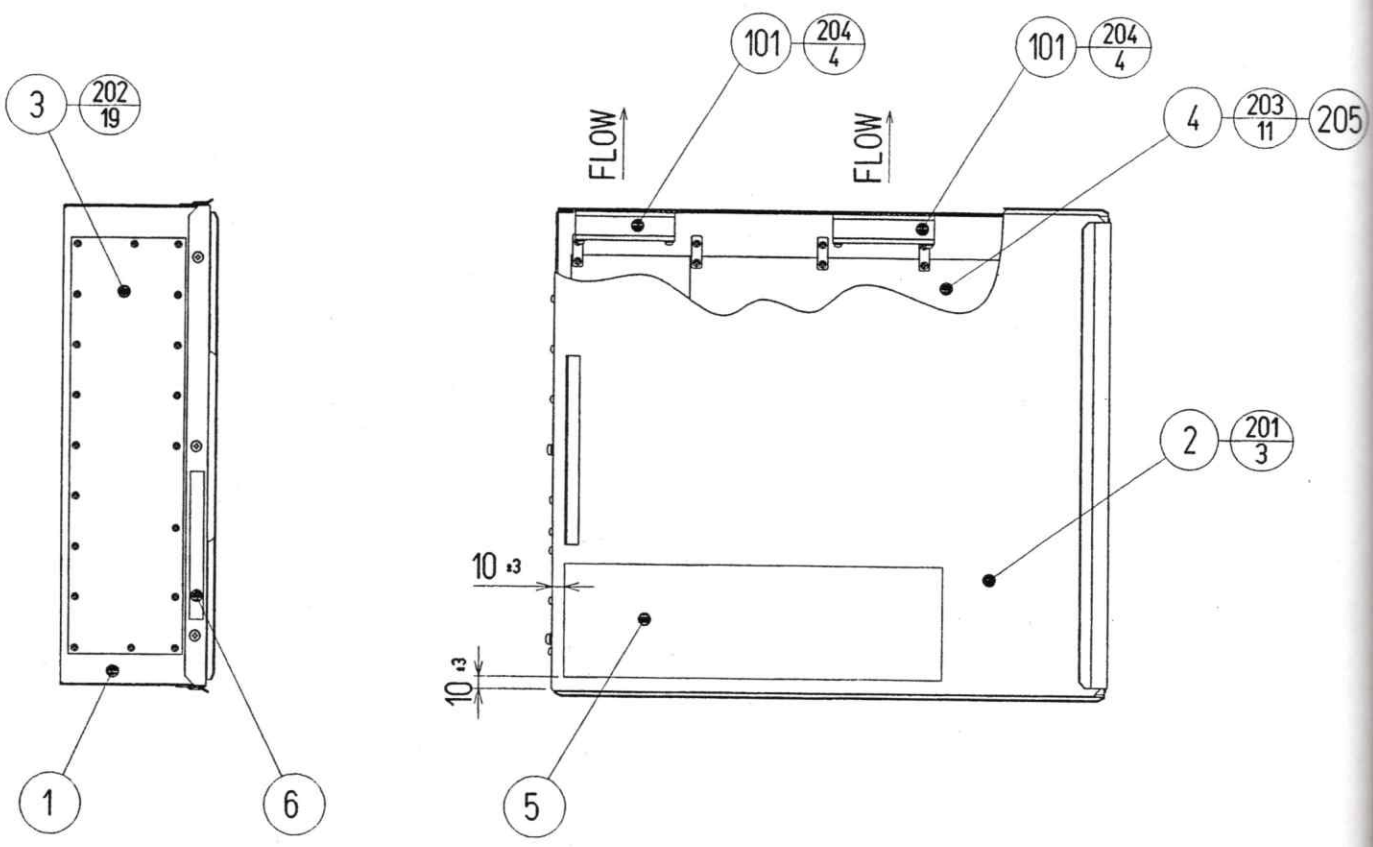
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	HOT-10002	ASSY CABINET 24K 750HM HC	
2	HOT-3000-01	ASSY FISHING CTRL PNL HOT EXP	
3	HOT-3080	ASSY VOLUME X	
4	HOT-0001	REINFORCE BRKT L	
5	HOT-0002	REINFORCE BRKT R	
6	HOT-0003	FAN BRKT	
7	HOT-1820	ASSY WIRE GET BASS STD	
9	HOT-0300	ASSY SHLD CASE BSS STD W/BASE	
10	422-0684-01	PLAY INSTR SH BSS STD EXP	
11	422-0685-01	SUB INSTR SH BSS STD EXP	
12	429-0619-01	DISPLAY CARD BSS STD EXP	
101	260-0074	FAN MOTOR DC24V 2410NL-05W-B50	
	260-0075	FAN MOTOR DC24V 2410ML-05W-B50	
102	280-5009-01	CORD CLAMP 21	
103	280-5188-2N	WIRE SADDLE WS-2N NIKKO WS-2N	
201	032-000420	WING BLT M4×20	
202	031-000416-0C	CRG BLT CRM M4×16	
203	050-F00400	FLG NUT M4	
204	000-P00408-W	M SCR PH W/FS M4×8	
205	000-P00330	M SCR PH M3×30	
301	600-7016-012	WIRE HARN CONT PNL	
302	600-6771	ASSY RGB CABLE FOR HOT	
304	600-7016-017	WIRE HARN CONT PNL B	
401	420-6394-01	SERVICE MANUAL BSS STD EXP	
403	600-6738-21	WIRE HARN JAMMA	
404	600-6739-34	WIRE HARN OPTION	
405	600-6739-42	WIRE HARN BILLBOARD	
406	220-5484	VOL CONT B-5K OHM	
407	HOT-1122	BILLBOARD SHEET	
408	HOT-3015	TOR SPRING	
409	HOT-3107	EXT SPRING	
410	429-0620	POP BSS STD	

② ASSY SHLD CASE BSS STD W/BASE (HOT-0300)



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	HOT-0310	ASSY SHIELD CASE BSS STD	
2	105-5246	SHIELD CASE BRKT W	
3	105-5247	SHIELD CASE BRKT N	
4	HOT-0101	WOODEN BASE	
5	HOT-4500	DRIVER UNIT	
101	280-5009-01	CORD CLAMP 21	
201	000-P00408-W	M SCR PH W/FS M4×8	
202	000-P00416-W	M SCR PH W/FS M4×16	
203	011-F00310	TAP SCR FH 3×10	

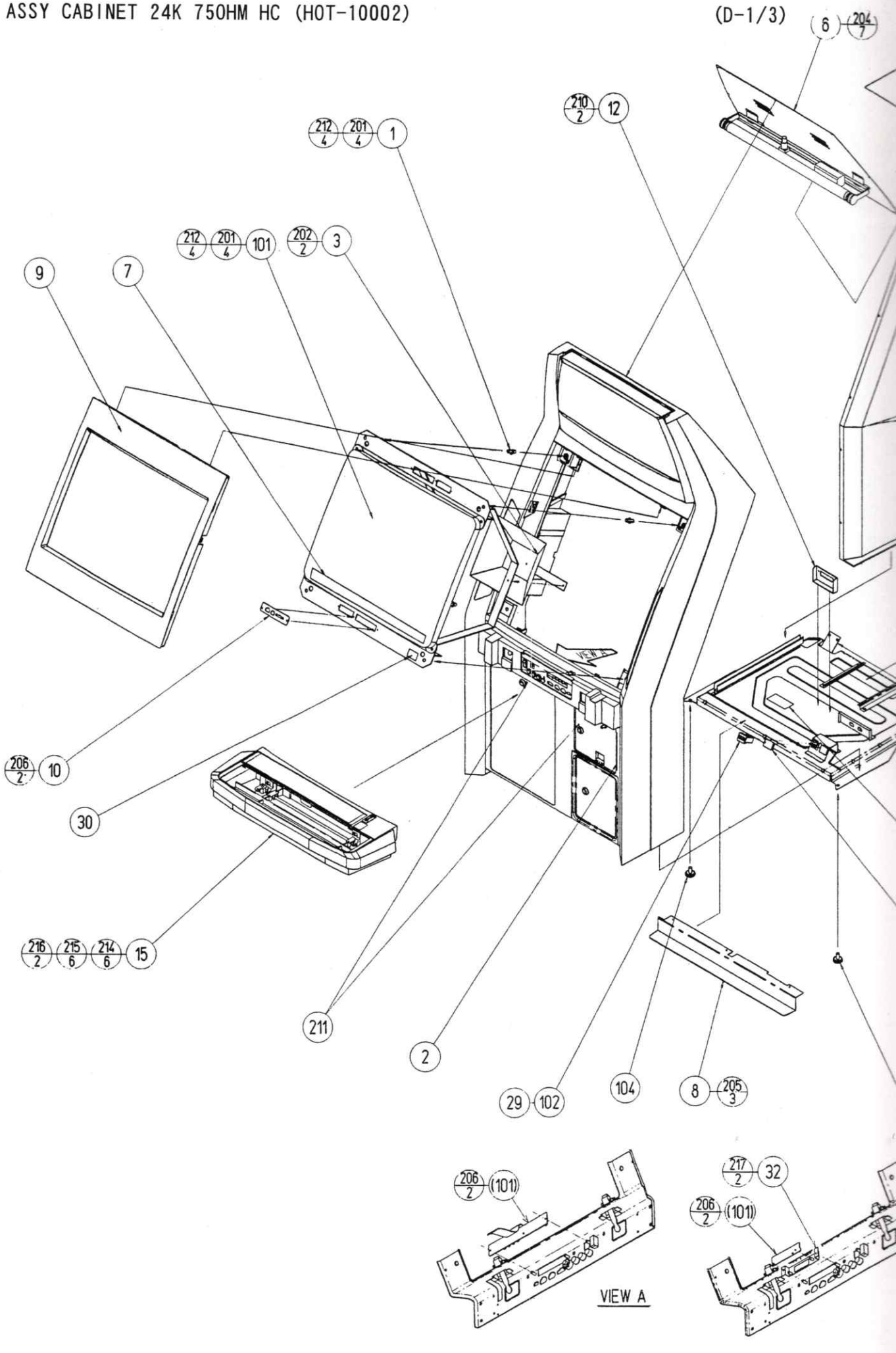
③ ASSY SHIELD CASE BSS STD (HOT-0310)

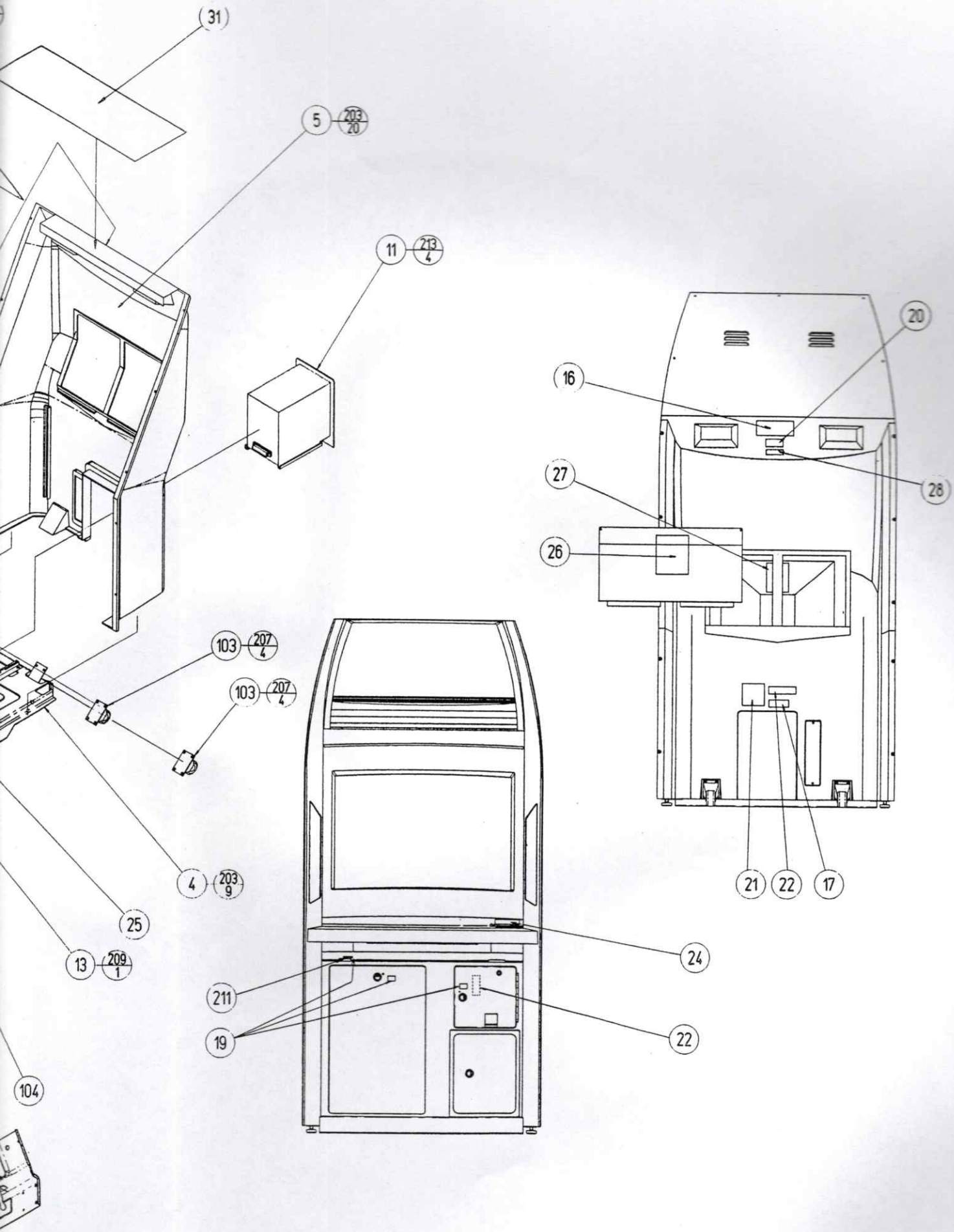


ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	105-5240Y	SHIELD CASE MODEL 3	
2	105-5242X-01	SHIELD CASE LID MODEL3	
3	839-0951	FILTER BD MODEL3 JPT	
4	833-13416	GAME BD BSS STD	
5	421-9174-01	STICKER CAUTION ANTISTATIC	
6	421-6510-13416	STICKER 833-13416	
7	601-8928	CARTON BOX MODEL3	
8	421-6326	STICKER IC BD SERIAL NO INFO	
101	260-0064	FAN MOTOR DC12V	
102	280-5275-SR10	CORD CLAMP SR10	
103	601-0460	PLASTIC TIE BELT 100MM	
201	000-P00408-W	M SCR PH W/FS M4×8	
202	010-P00308-F	S-TITE SCR PH W/F M3×8	
203	010-P00310-F	S-TITE SCR PH W/F M3×10	
204	000-P00320-W	M SCR PH W/FS M3×20	
205	010-P00365-F	S-TITE SCR PH W/F M3×65	
301	600-6739-54	WIRE HARN FAN MOTOR	

④ ASSY CABINET 24K 750HM HC (HOT-10002)

(D-1/3)




31
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25
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④ ASSY CABINET 24K 750HM HC (HOT-10002)

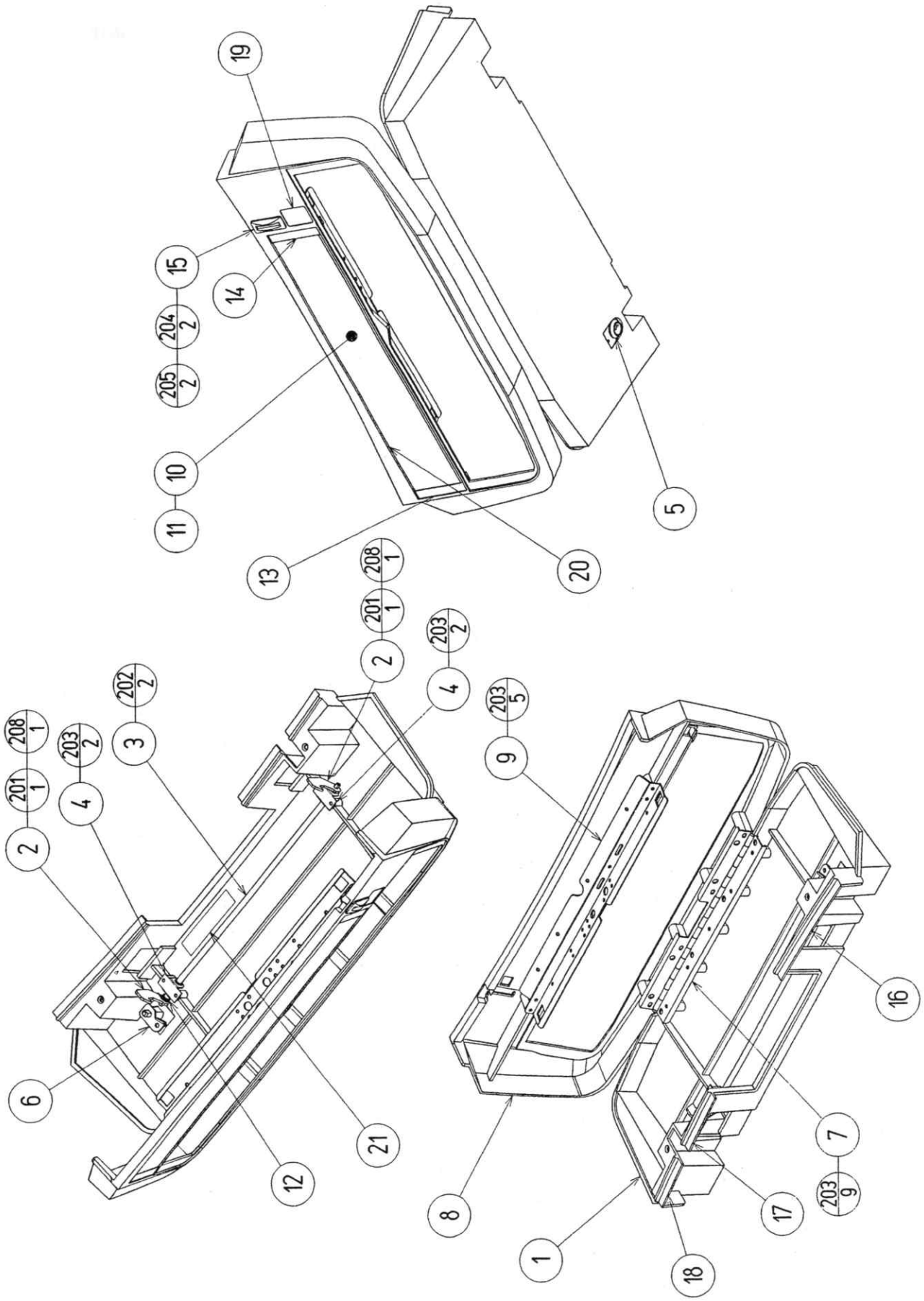
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	HOT-1001	STUD BOLT	
2	HOT-1100	ASSY FRONT CABI	
3	HOT-1004	ASSY SHIELD COVER	
4	HOT-1002	LOWER BASE	
5	HOT-1300	ASSY REAR CABI	
6	HOT-1350	ASSY FL	
7	CQN-1003	GUTTER	
8	HOT-1003X	STEP	
9	HOT-1400	ASSY MASK	
10	HOT-1005-01	CONN PLATE CRT	
11	400-5325-02-91	POWER SUPPLY UNIT EXP	
	400-5325-03	POWER SUPPLY UNIT	
12	HOT-1006X	CONN BRKT PWR SPLY	
13	HOT-1007	LID COIN CNTR	
14	HOT-1810	ASSY WIRE BSS STD MAIN	
15	HOT-15001	ASSY HARD CONTROL BOX	
21	421-7987	STICKER ELEC SPEC	OTHERS
	421-8408	STICKER ELEC SPEC TAIWAN	TAIWAN
25	440-WS0033XEG	STICKER W BD POWER OFF ENG	
26	440-WS0001XEG	STICKER W NOT OPEN DOOR ENG	
27	440-DS0013XEG	STICKER D MONITOR ENG	
29	421-9168-01	STICKER COIN METER	
31	HOT-1008	SHADE	
32	HOT-1009	SW BD BRKT	200-5710 ONLY
33	SGM-4420	AIR CAP COVER 900×900×1800	
101	200-5710	ASSY CLR DSPL 29AUTO MS-2931-S	
	200-5642-24	ASSY CLR DSPL 29TYPE 24K 100V	
102	220-5569	MAG CNTR W/CONN	
	220-5570	MAG CNTR W/CONN	
103	601-6151-01	CASTER	
104	601-6076	LEG ADJUSTER 32	
105	280-5009-01	CORD CLAMP 21	
106	280-5275-SR10	CORD CLAMP SR10	
107	601-6231-C030	EDGING NEW TYPE	
108	601-6231-D030	EDGING NEW TYPE	
201	050-H01000	HEX NUT M10	
202	000-P00408-WB	M SCR PH W/FS BLK M4×8	
203	012-P00520-0C	TAP SCR #2 PH CRM 5×20	
204	012-T00410-0C	TAP SCR TH CRM 4×10	
205	000-P00420-W	M SCR PH W/FS M4×20	
206	000-P00308-W	M SCR PH W/FS M3×8	
207	030-000616-S	HEX BLT W/S M6×16	
209	010-P00306-F	S-TITE SCR PH W/F M3×6	
210	010-P00412-F	S-TITE SCR PH W/F M4×12	
211	008-T00408-0C	TMP PRF SCR TH CRM M4×8	
212	060-S01000	SPR WSHR M10	
213	000-P00412-WB	M SCR PH W/FS BLK M4×12	
214	030-000625-SB	HEX BLT W/S BLK M6×25	
215	068-652016-0B	FLT WSHR BLK 6.5-20×1.6	
216	000-F00512	M SCR FH M5×12	
217	000-P00308-W	M SCR PH W/FS M3×8	200-5710 ONLY

④ ASSY CABINET 24K 750HM HC (HOT-10002)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
301	600-6738-07	WIRE HARN CLR DSPL	
302	600-6738-06	WIRE HARN METER	
401	601-6605-03	CARTON BOX 345×470×40	
402	509-5276	CHEATER	
403	220-5576	KEY MASTER FOR 220-5575	
405	600-6729	AC CABLE CONNECT TYPE 15A	AC 110～120V AREA
	600-6724	AC CABLE CONNECT TYPE 15A	
	600-6618	AC CABLE CONNECT TYPE FOR EXP	AC 220～240V AREA
406	SGM-4111	KEY BAG	
407	SGM-2675	POLYETHYLENE BAG, 240×370	
/	HOT-4100	ASSY AUTO XFMR 110-240V	
/	000-P00525	M SCR PH W/FS M5×25	
/	068-552016	FLT WSHR 5.5-20×1.6	
/	421-6690-03	STICKER 220V	AC 220V AREA
/	421-6690-05	STICKER 240V	AC 240V AREA
/	421-6690-06	STICKER 110V	AC 110V AREA

⑤ ASSY HARD CONTROL BOX (HOT-15001)

(D-1/2)



⑤ ASSY HARD CONTROL BOX (HOT-15001)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	HOT-1501	CONT PNL LOWER	
2	HOT-1520	LATCH N	
3	HOT-1503	SHAFT	
4	HOT-1504	LATCH HOLDER	
5	220-5575	CAM LOCK MASTER W/O KEY	
6	HOT-1505	LKG TNG	
7	HOT-1522	HINGE BSS-HOT	
8	HOT-1506	CONT PNL UPPER	
9	HOT-1521	LOCK BRKT LONG	
10	HOT-1508	INSTRUCTION COVER	
11	HOT-1510	SHEET INST SPACE	
12	HOT-1511	TORSION SPRING	
13	HOT-1512X	LATCH INST COVER R	
14	HOT-1513X	LATCH INST COVER L	
15	220-5167 ～	COIN ENTRY ～	
16	HOT-1515	SPONGE A	
17	HOT-1516	SPONGE B	
18	HOT-1517	SPONGE C	
19	HOT-1518	STICKER DENOMI 100YEN FOR HOT	
20	HOT-1519	SPONGE D	
21	421-9823	SW INST HOT	
101	280-5009-01	CORD CLAMP 21	
102	280-5275-SR10	CORD CLAMP SR10	
103	601-0460	PLASTIC TIE BELT 100MM	
201	050-H00600	HEX NUT M6	
202	065-E00600	E RING 6MM	
203	000-P00410-W	M SCR PH W/FS M4×10	
204	000-P00306	M SCR PH M3×6	
205	060-F00300	FLT WSHR M3	
208	060-S00600	SPR WSHR M6	
302	600-6738-26	WIRE HARN EARTH CONT PNL2	
303	600-6738-27	WIRE HARN EARTH CONT PNL EXT	
/	421-9140 ～	STICKER DENOMI ～	

⑥ ASSY WIRE BSS STD MAIN (HOT-1810)

ASSY WIRE BSS STD MAIN (HOT-1810)is comprised of the following wire harnesses.
An ASSY DRG. is unavailable.

ITEM NO.	PART NO.	DESCRIPTION	NOTE
101	601-0460	PLASTIC TIE BELT 100MM	
301	600-6738-01	WIRE HARN MAIN	
302	600-6738-02	WIRE HARN COIN SW	
303	600-6738-08	WIRE HARN BILLBOARD EXT	
304	600-6738-28	WIRE HARN EARTH BILLBOARD	
305	600-6738-29	WIRE HARN EARTH COIN MECHA EXT	
306	600-6738-30	WIRE HARN EARTH CONN PNL	
308	600-7016-015	WIRE HARN CONT PNL EXT B	

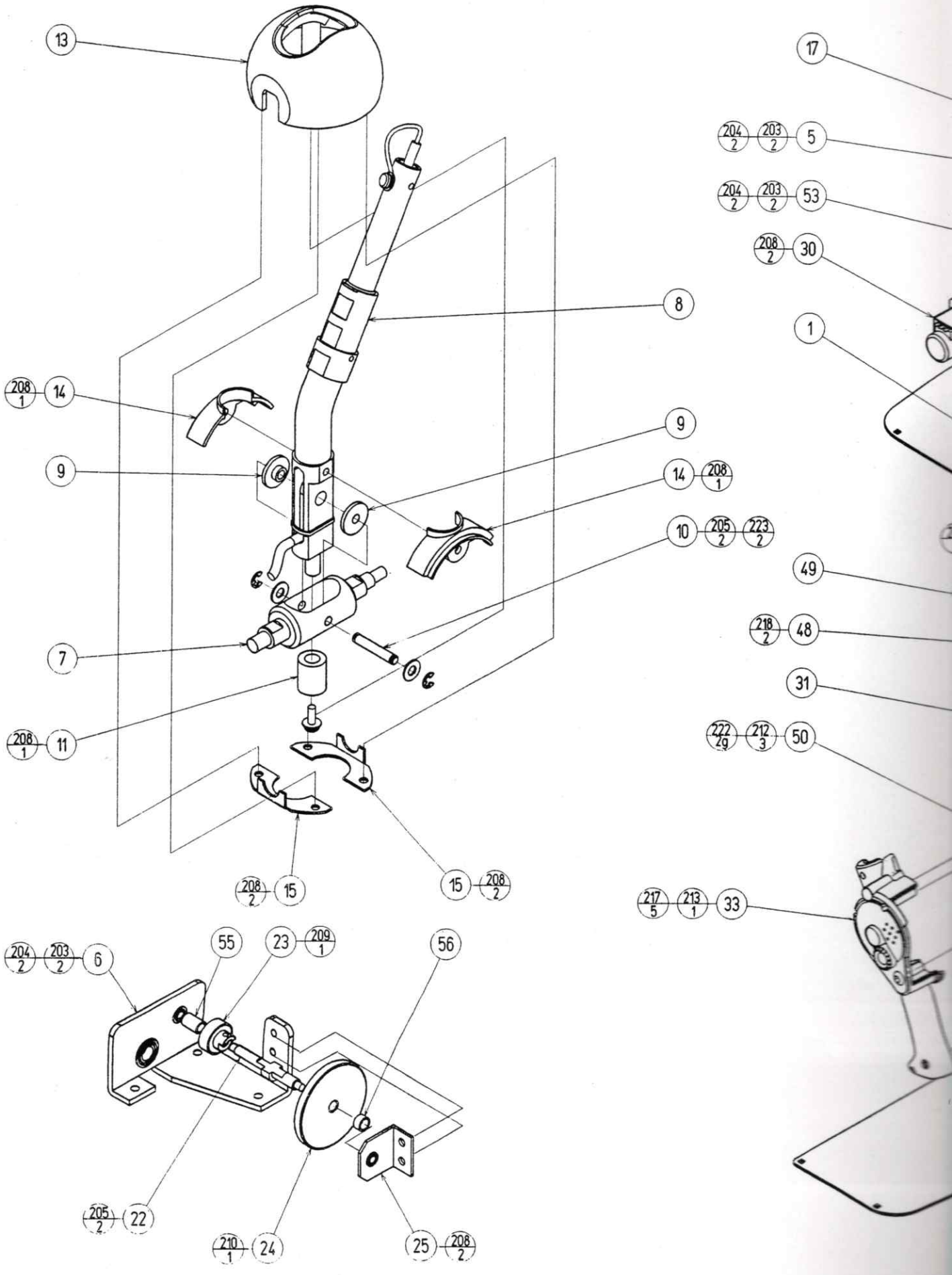
⑦ ASSY WIRE GET BASS STD (HOT-1820)

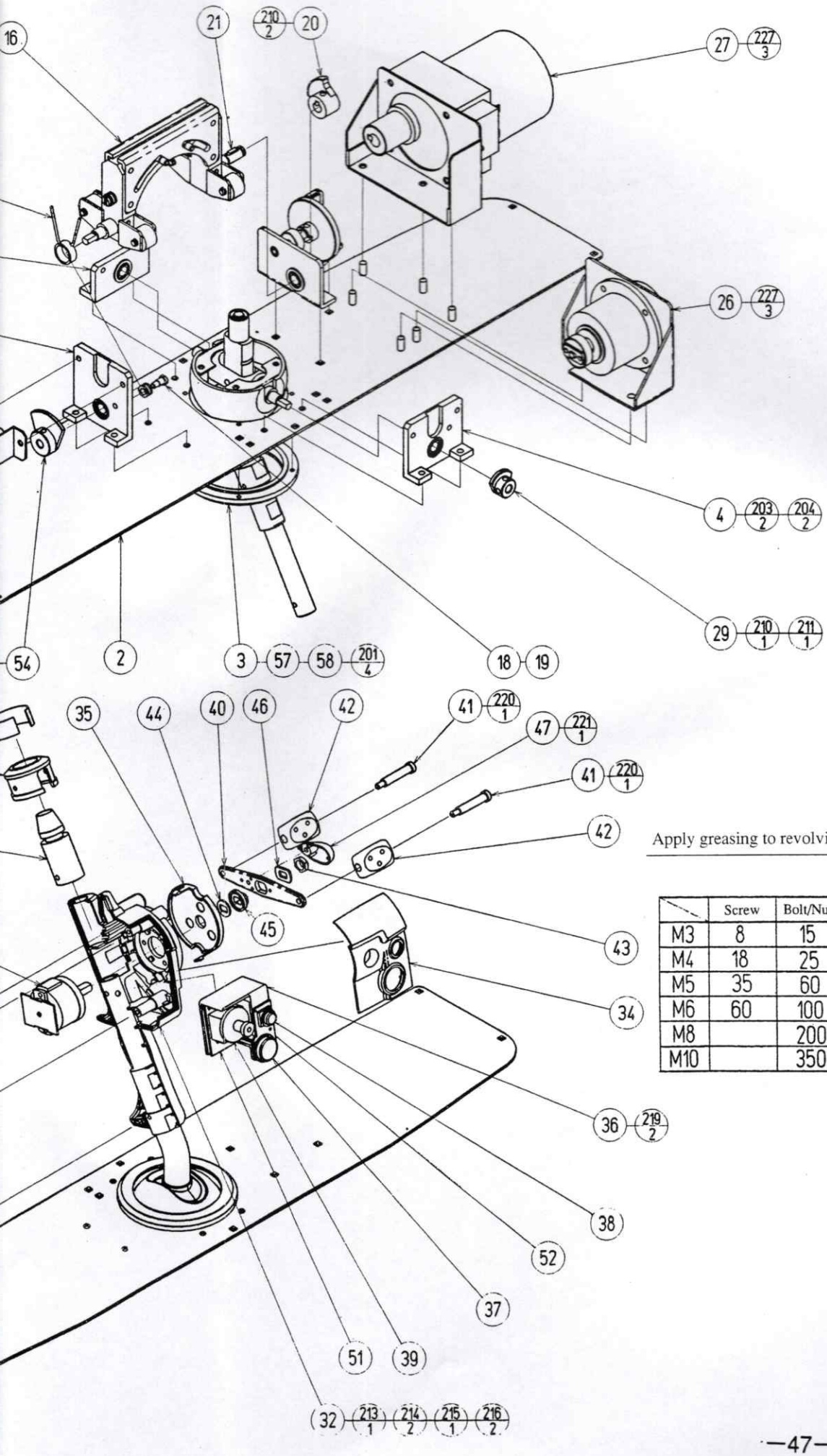
ASSY WIRE GET BASS STD (HOT-1820)is comprised of the following wire harnesses.
An ASSY DRG. is unavailable.

ITEM NO.	PART NO.	DESCRIPTION	NOTE
101	601-0460	PLASTIC TIE BELT 100MM	
301	600-7016-001	WIRE HARN M3 DC OUT	
302	600-7016-002	WIRE HARN M3 I/O	
303	600-7016-003	WIRE HARN CONT BOX AC IN	
304	600-7016-004	WIRE HARN CONT PNL EXT A	
305	600-7016-013	WIRE HARN M3 DC IN	

⑧ ASSY FISHING CTRL PNL HOT EXP (HOT-3000-01)

(D-1/3)





Apply greasing to revolving and sliding friction parts.

	Screw	Bolt/Nut	Stud/Nut	Set Screw	Insert Nut
M3	8	15	6	13	8
M4	18	25	20	25	18
M5	35	60	35		
M6	60	100	90		
M8		200	160		
M10		350			

(kgf · cm)

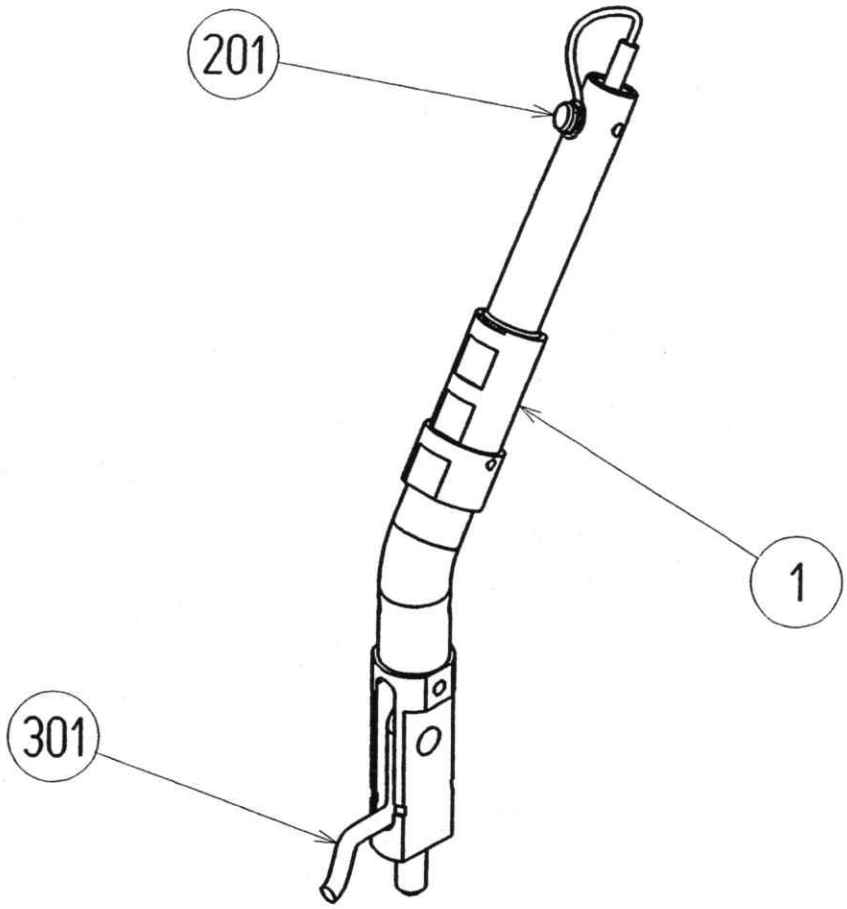
⑧ ASSY FISHING CTRL PNL HOT EXP (HOT-3000-01) (D-2/3)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	HOT-3001	CTRL PNL BASE BSS	
2	HOT-3002-01	CTRL PNL PLATE BSS EXP	
3	HOT-3003X	PROTECT RING	
4	HOT-3004	PILLOW BLOCK A	
5	HOT-3005	PILLOW BLOCK B	
6	HOT-3006	BEARING BRKT A	
7	HOT-3007	CENTER SHAFT	
8	HOT-3050	ASSY ROD	
9	HOT-3008	SPACER	
10	HOT-3009	PIN A	
11	HOT-3010	COLLAR A	
13	HOT-3012	DOME	
14	HOT-3013	SLIDE	
15	HOT-3014	DOME BRKT	
16	HOT-3100	ASSY GUIDE	
17	HOT-3015	TOR SPRING	
18	HOT-3016	SPRING HOOK PIN	
19	HOT-3017	SPRING HOOK ROLLER	
20	HOT-3018	GEAR LAST	
21	BSS-2907	KEY 3×3×8	
22	HOT-3020	SIDE SHAFT	
23	HOT-3021	GEAR M08Z20	
24	HOT-3022	GEAR M08Z60	
25	HOT-3023	BEARING BRKT B	
26	HOT-3060	ASSY CLUTCH	
27	HOT-3070	ASSY MOTOR	
29	HOT-3024	GEAR ENCODER	
30	HOT-3090	ASSY VOLUME Y	
31	HOT-3025	ROD TIP	
32	BSS-3001Z	COVER R	
33	BSS-3002Z	COVER L	
34	BSS-3003	COVER U	
35	BSS-3004	COVER S	
36	BSS-3005	BD HOLDER	
37	BSS-3006	CAST SW CAP	
38	BSS-3007	SELECT SW CAP	
39	BSS-3008	JOY STICK CAP	
40	BSS-3009	HANDLE BAR	
41	BSS-3010	HANDLE PIN	
42	BSS-3011	HANDLE GRIP	
43	BSS-3012	ORIGINAL NUT M8	
44	BSS-3013	SPACER A	
45	BSS-3014	SPACER B	
46	BSS-3015	SPACER C	
47	BSS-3016Y	HANDLE CAP	
48	BSS-3017Y	FRONT RING	
49	BSS-3018	FRONT RING SPRING	
50	BSS-3040	ASSY BRAKE W/PS	
51	839-1003	STICK CONT BD	
52	839-1004	REEL SW BD	
53	HOT-3026	PILLOW BLOCK C	
54	HOT-3027	GEAR ENCODER 2	
55	HOT-3028	COLLAR L	

⑧ ASSY FISHING CTRL PNL HOT EXP (HOT-3000-01) (D-3/3)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
56	HOT-3029	COLLAR S	
57	HOT-3030	INNER RING	
58	HOT-3031	CAUTION RING SHEET	
101	280-0419	HARNESS LUG	
201	000-P00306-W	M SCR PH W/FS M3×6	
203	031-000416-0C	CRG BLT CRM M4×16	
204	050-F00400	FLG NUT M4	
205	065-E00400	E RING 4MM	
208	000-P00408-W	M SCR PH W/FS M4×8	
209	028-C00306-P	SET SCR CH CUP P M3×6	
210	028-C00408-P	SET SCR CH CUP P M4×8	
211	028-A00406-P	SET SCR HEX SKT CUP P M4×6	
212	000-T00306-0U	M SCR TH UCRM M3×6	
213	000-T00308-0B	M SCR TH BLK M3×8	
214	000-P00312-0B	M SCR PH BLK M3×12	
215	FAS-000037	M SCR PH BLK M3×35	
216	FAS-000038	M SCR PH BLK M3×45	
217	FAS-500006	CAP NUT TYPE 3 BLK M3	
218	028-A00306-P	SET SCR HEX SKT CUP P M3×6	
219	000-P00304-0B	M SCR PH BLK M3×4	
220	050-C00400-3C	CAP NUT TYPE3 CRM M4	
221	FAS-000045	M SCR PH W/S BLK M3×6	
222	090-0054	SILICON SEAL SHINETSU KE45-100	
223	060-F00500	FLT WSHR M5	
224	060-F00400	FLT WSHR M4	
225	060-S00400	SPR WSHR M4	
226	050-H00400	HEX NUT M4	
227	050-F00500	FLG NUT M5	
301	600-6776-003	WIRE HARN 2L8B EARTH	
302	600-6957-067	WIRE HARN REEL A	

⑨ ASSY ROD (HOT-3050)



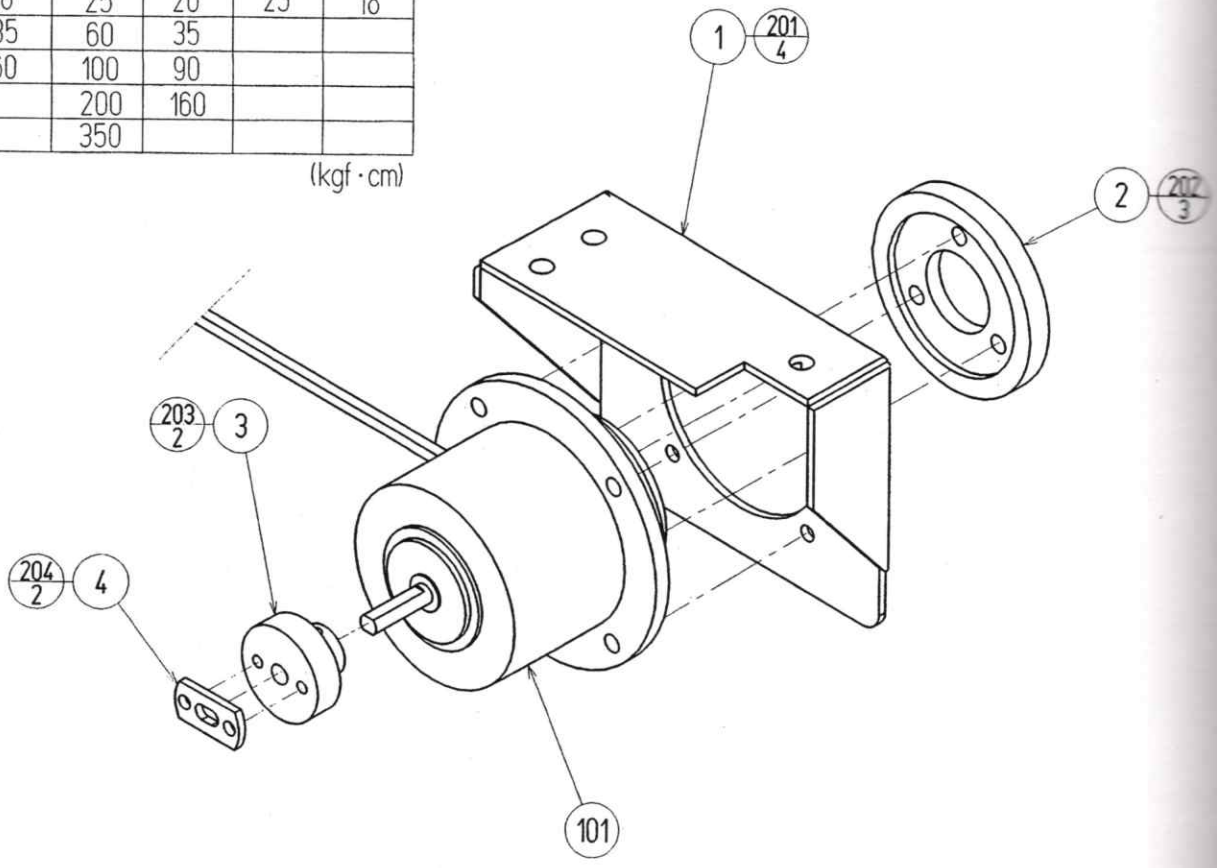
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	HOT-3051	ROD	
101	601-0460	PLASTIC TIE BELT 100MM	
201	000-P00406-W	M SCR PH W/FS M4×6	
301	600-7016-014	WIRE HARN ROD FLEX	

⑩ ASSY CLUTCH (HOT-3060)

Screw Fastening Torque

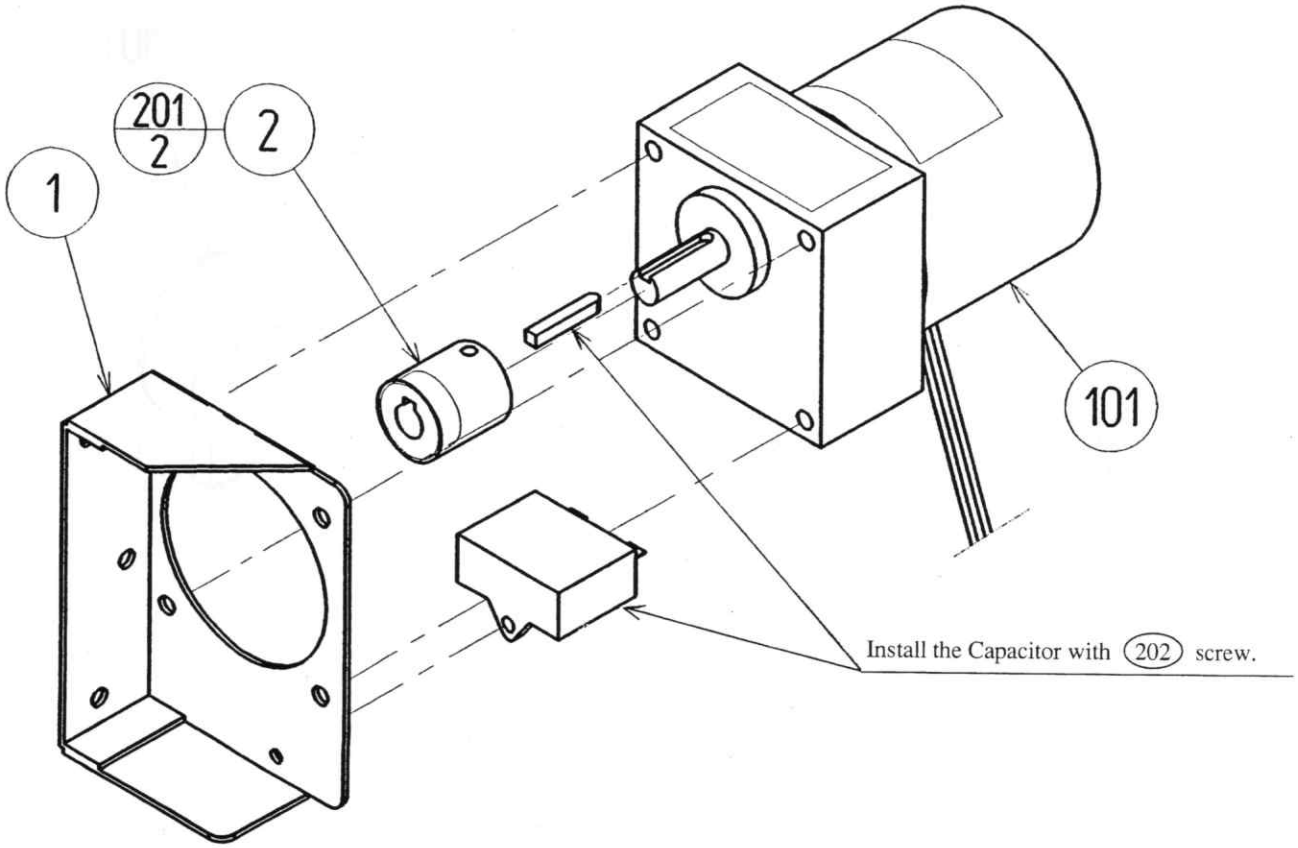
	Screw	Bolt/Nut	Stud/Nut	Set Screw	Insert Nut
M3	8	15	6	13	6
M4	18	25	20	25	18
M5	35	60	35		
M6	60	100	90		
M8		200	160		
M10		350			

(kgf · cm)



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	HOT-3061	CLUTCH BRKT	
2	HOT-3062	GEAR CLUTCH IN	
3	HOT-3063	GEAR M08Z28	
4	HOT-3064	SHAFT HOLDER	
101	601-10057	PARTICLE CLUTCH OPC-5	
201	000-P00412-W	M SCR PH W/FS M4×12	
202	000-P00408-W	M SCR PH W/FS M4×8	
203	028-C00306-P	SET SCR CH CUP P M3×6	
204	000-P00306-S	M SCR PH W/S M3×6	

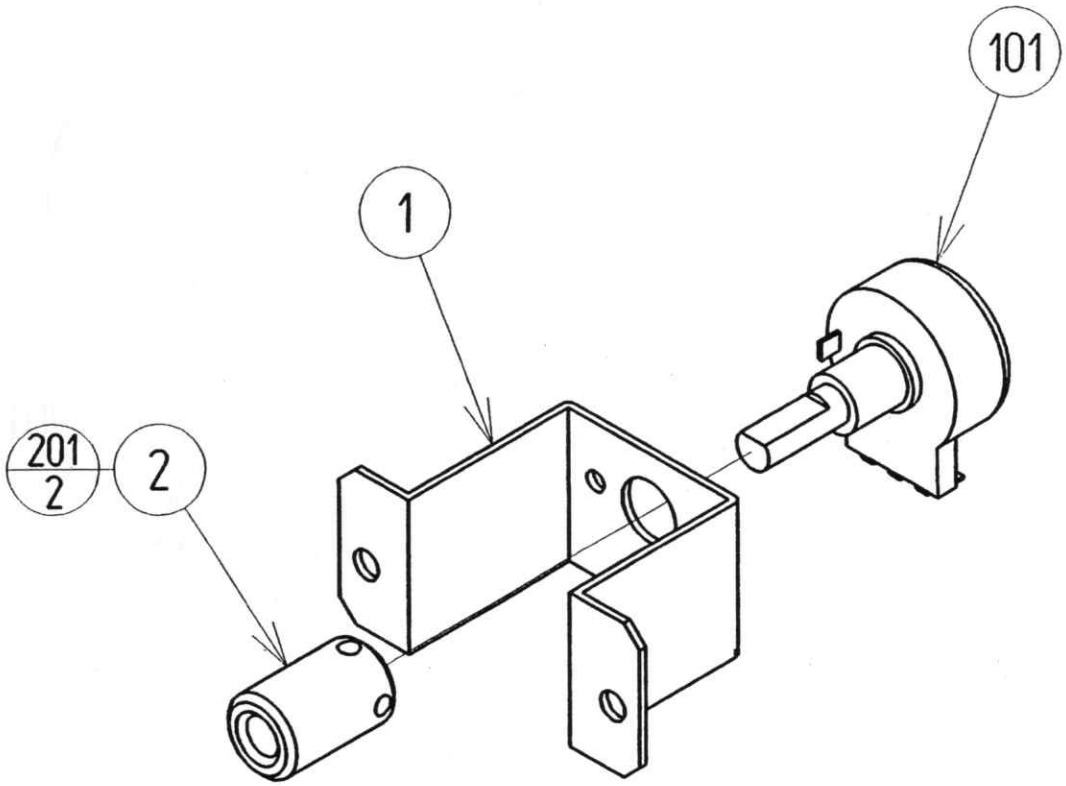
⑪ ASSY MOTOR (HOT-3070)



Set Screw Fastening Torque:25 kgf·cm

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	HOT-3071	MOTOR BRKT	
2	HOT-3072	GEAR M1Z22	
101	350-5535	MOTOR AC100V 8W	
201	028-C00406-P	SET SCR CH CUP P M4×6	
202	000-P00412-W	M SCR PH W/FS M4×12	
301	600-7016-016	WIRE HARN CONDENSER	

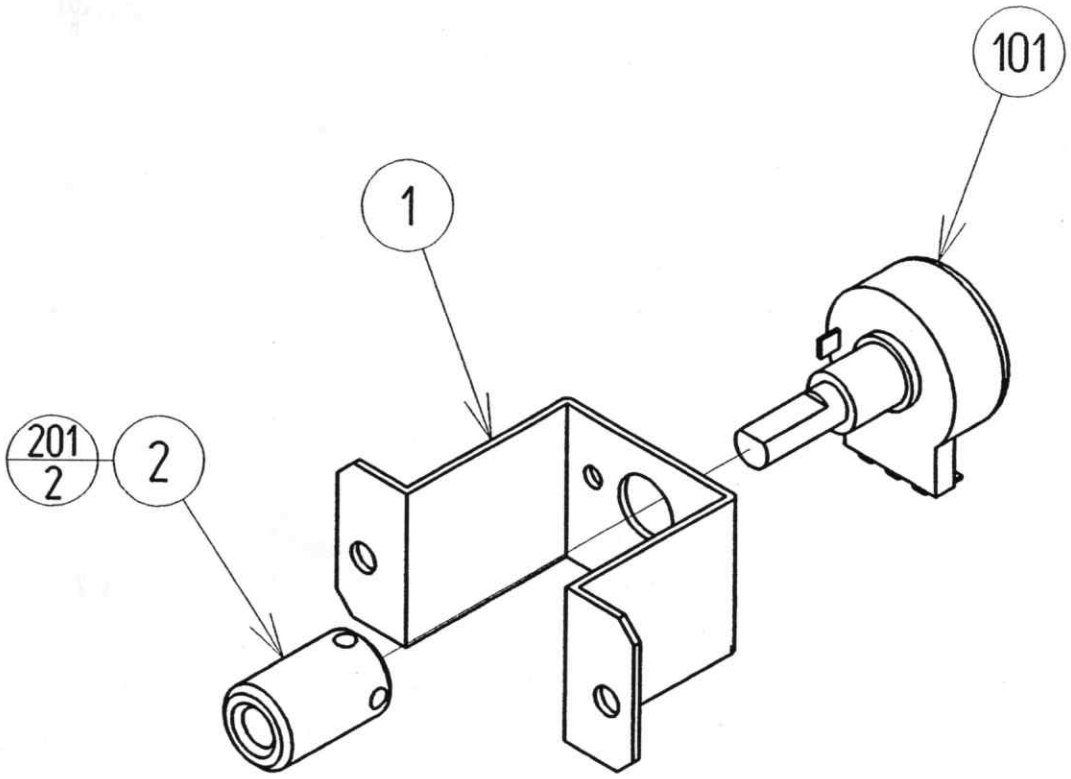
⑫ ASSY VOLUME X (HOT-3080)



Set Screw Fastening Torque: 13 kgf·cm

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	HOT-3081	VOL BRKT	
2	601-5410	GEAR 15 FAI 6	
101	220-5484	VOL CONT B-5K OHM	
102	310-5029-F20	SUMI TUBE FF 20MM	
201	028-C00306-P	SET SCR CH CUP P M3×6	
301	600-7016-010	WIRE HARN ROD X VOL	

⑬ ASSY VOLUME Y (HOT-3090)

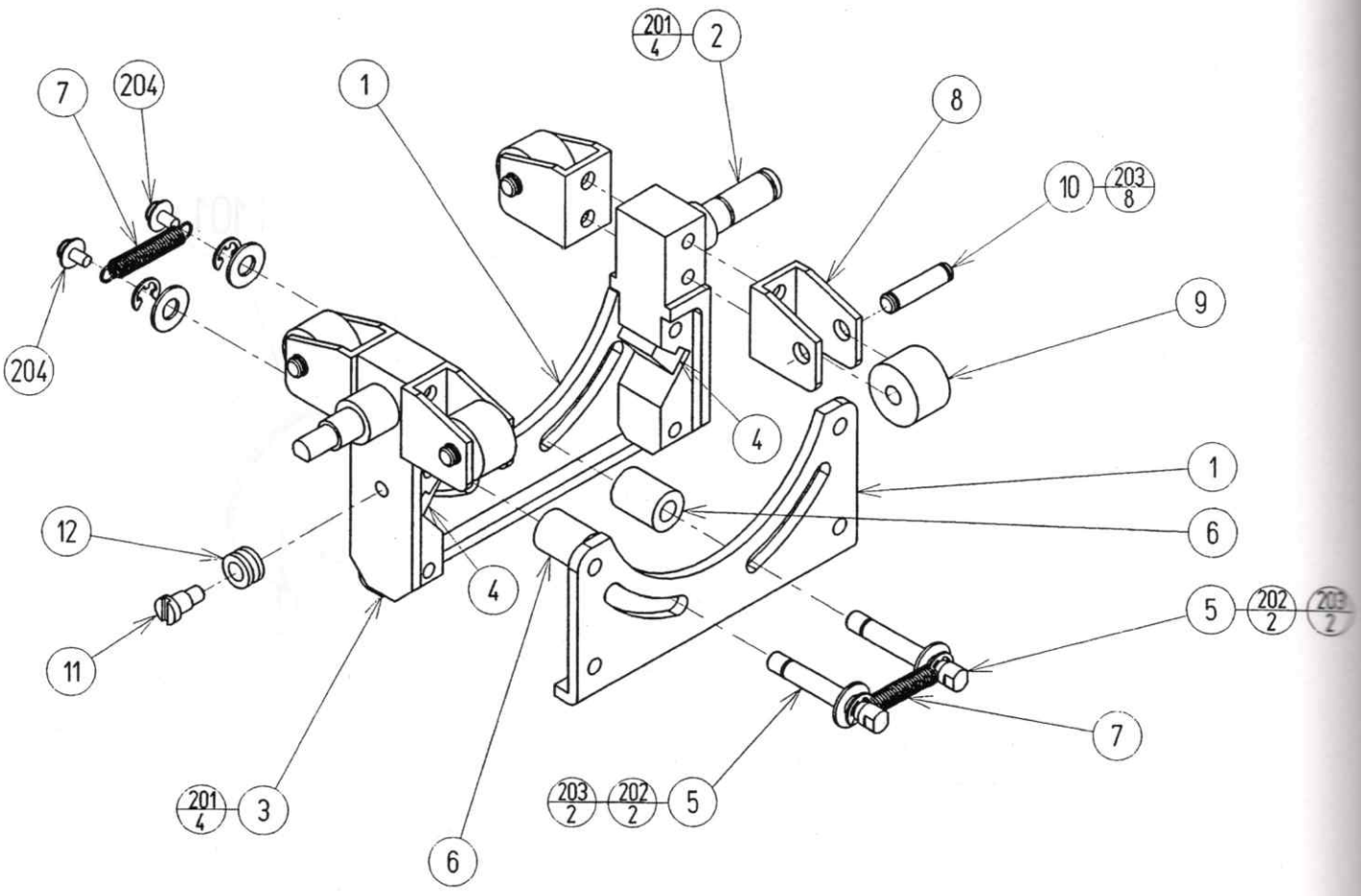


Set Screw Fastening Torque: 13 kgf·cm

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	HOT-3081	VOL BRKT	
2	601-5410	GEAR 15 FAI 6	
101	220-5484	VOL CONT B-5K OHM	
102	310-5029-F20	SUMI TUBE FF 20MM	
201	028-C00306-P	SET SCR CH CUP P M3×6	
301	600-7016-011	WIRE HARN ROD Y VOL	

⑭ ASSY GUIDE (HOT-3100)

(D-1/2)

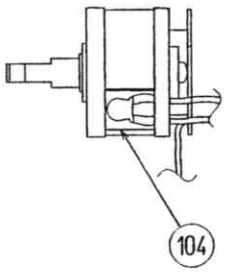


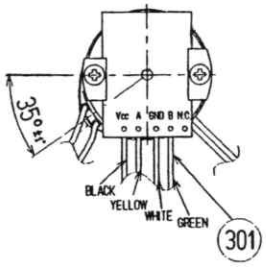
Apply greasing to revolving and sliding friction parts.

TORQUE M3:8kgf•cm, M4:18kgf•cm

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	HOT-3101	GUIDE PLATE	
2	HOT-3102	GUIDE HOLDER R	
3	HOT-3103	GUIDE HOLDER L	
4	HOT-3104	CUSHION	
5	HOT-3105	PIN B	
6	HOT-3106	COLLAR B	
7	HOT-3107	EXT SPRING	
8	HOT-3108	ROLLER HOLDER	
9	HOT-3109	STOP ROLLER	
10	HOT-3110	PIN C	
11	HOT-3016	SPRING HOOK PIN	
12	HOT-3017	SPRING HOOK ROLLER	
201	000-P00408-W	M SCR PH W/FS M4×8	
202	060-F00500	FLT WSHR M5	
203	065-E00400	E RING 4MM	
204	000-P00306-W	M SCR PH W/FS M3×6	

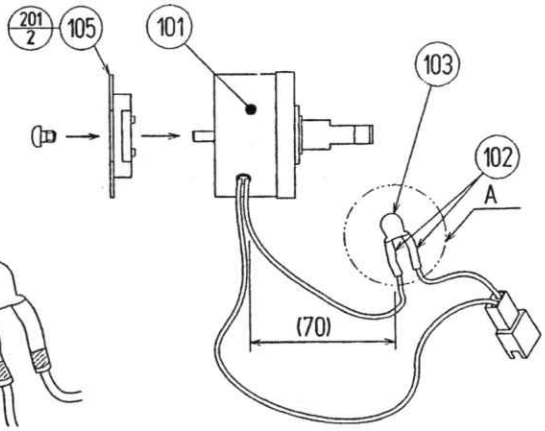
⑮ ASSY BRAKE W/PS (BSS-3040)





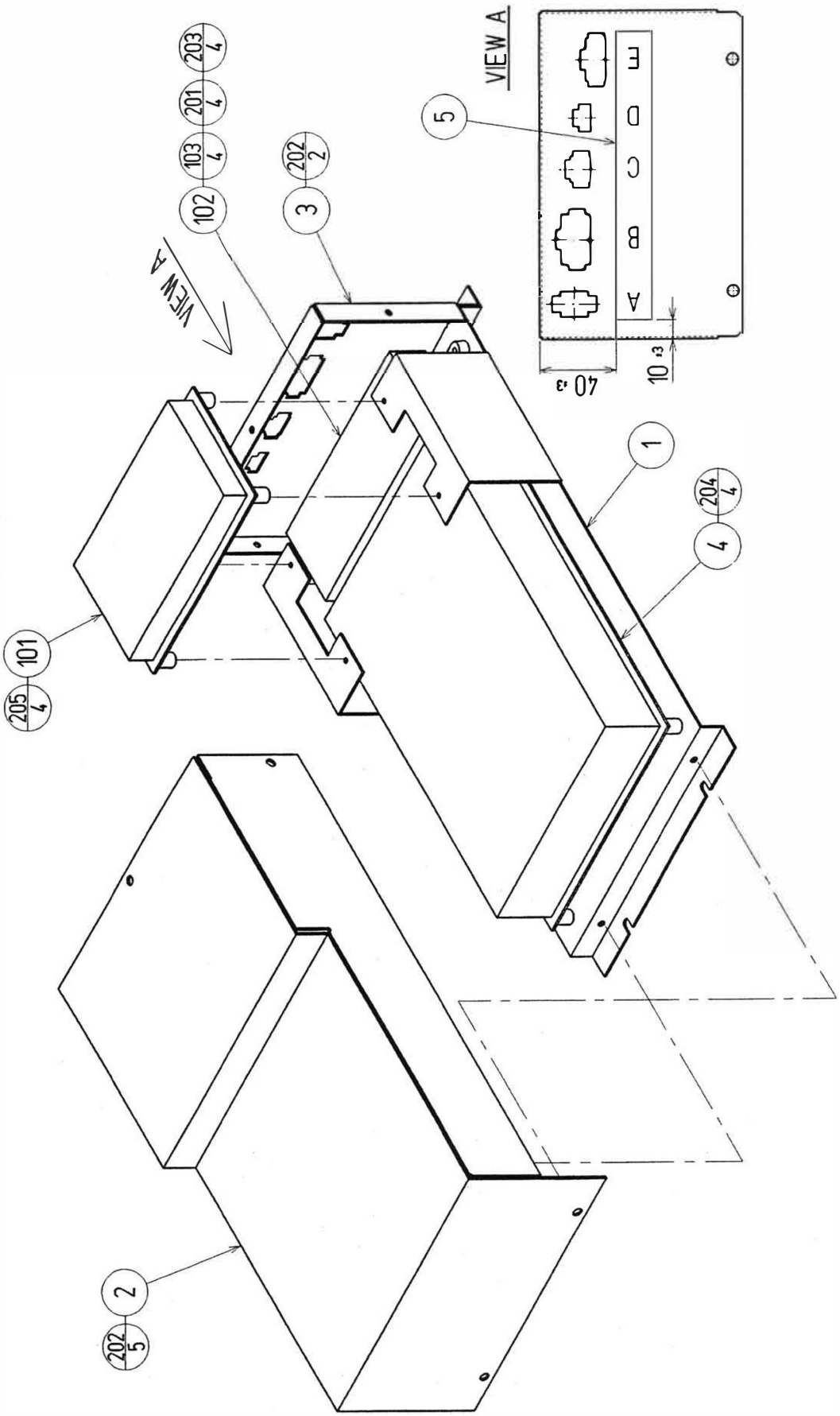
PIN ASSIGN	
B	GREEN
A	YELLOW
Vcc(+5V)	BLACK
GND	WHITE

TORQUE
M3 5kgf-cm



Details of PART A

ITEM NO.	PART NO.	DESCRIPTION	NOTE
101	601-9942	POWDER BRAKE 0.1NM MITSUBISHI	
102	310-5029-C20	SUMITUBE FC 20MM	
103	512-5052-017	POLYSWITCH RXE017	
104	310-5376	SILICONE SHEET	
105	370-5165-01-91	ENCODER 100PULSE W/O CONN	
106	090-0206	ACETATE TAPE 4MM×30M	
107	601-0460	PLASTIC TIE BELT 100MM	
201	000-P00304-0B	M SCR PH BLK M3×4	
301	600-6957-068	WIRE HARN REEL B	


VIEW A
VIEW A
A
B
C
D
E
40 ±3
10 ±3
1
2
202 5
3
202 2
4
204 4
5
101
205 4
102
103 4
201 4
203 4

⑯ DRIVER UNIT (HOT-4500)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	HOT-4501	DRIVER BASE	
2	HOT-4502	DRIVER LID	
3	HOT-4503	CONN BRKT	
4	839-1031	ENCODER D/A BD	
5	421-9851	STICKER CONN ASSIGN	
101	838-9507	CLUTCH & MOTOR CONTROL BD	
102	400-5368-03024	SW REGU LCA30S-24	
103	601-7467	L-LOCK BK	
104	601-0460	PLASTIC TIE BELT 100MM	
105	280-5188-2N	WIRE SADDLE WS-2N NIKKO WS-2N	
106	280-5275-SR10	CORD CLAMP SR10	
107	280-5009-01	CORD CLAMP 21	
201	000-P00312-W	M SCR PH W/FS M3×12	
202	000-P00408-W	M SCR PH W/FS M4×8	
203	010-P00312-F	S-TITE SCR PH W/F M3×12	
204	010-P00320-F	S-TITE SCR PH W/F M3×20	
205	000-P00320-W	M SCR PH W/FS M3×20	
301	600-7016-005	WIRE HARN CONT BOX A	
302	600-7016-006	WIRE HARN CONT BOX B	
303	600-7016-007	WIRE HARN CONT BOX C	
304	600-7016-008	WIRE HARN CONT BOX D	

8. WIRE COLOR CODE TABLE

THE WIRE COLOR CODE is as follow:

A	PINK
B	SKY BLUE
C	BROWN
D	PURPLE
E	LIGHT GREEN

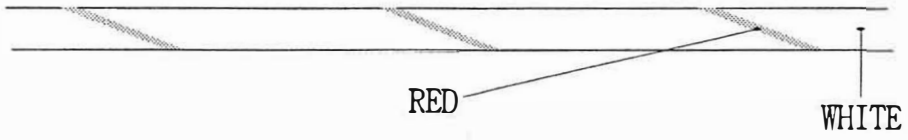
Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters.

1	RED
2	BLUE
3	YELLOW
4	GREEN
5	WHITE
7	ORANGE
8	BLACK
9	GRAY

If the right-hand side numeral of the code is 0, then the wire will be of a single color shown by the left-hand side numeral (see the above).

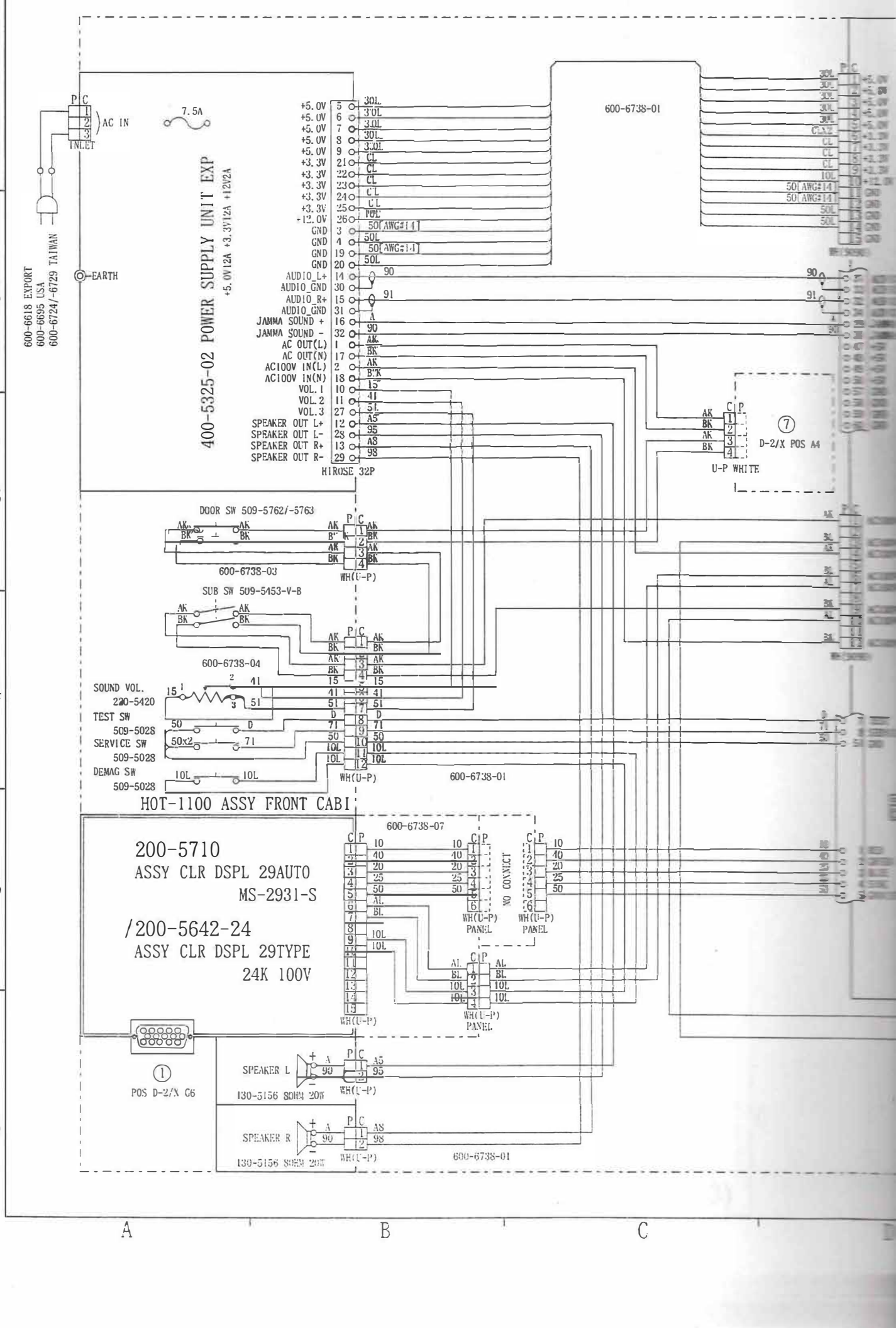
Note 1: If the right-hand side alphanumeric is not 0, that particular wire has a spiral color code. The left-hand side character shows the base color and the right-hand side one, the spiral color.

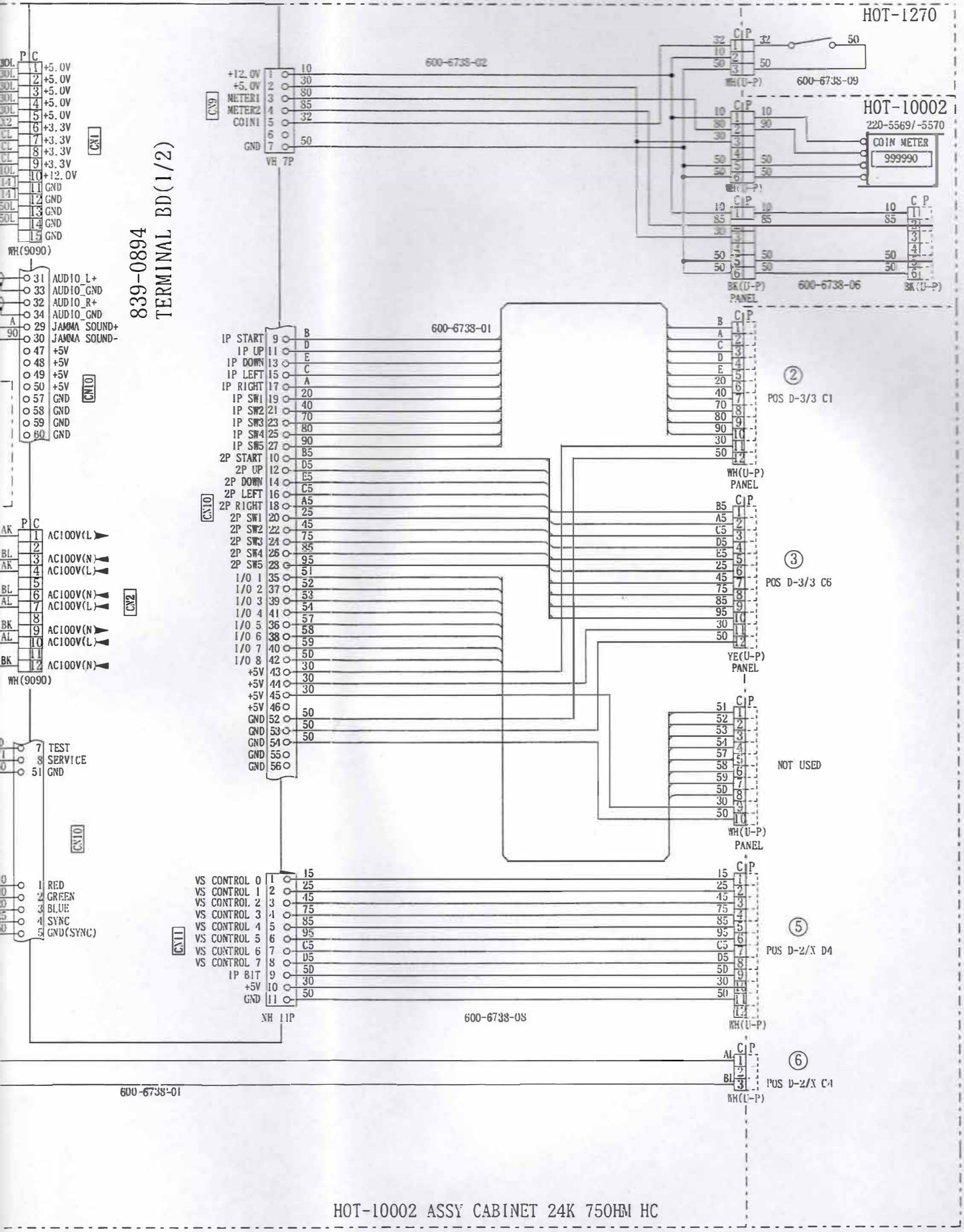
<Example> 51 ····· WHITE / RED



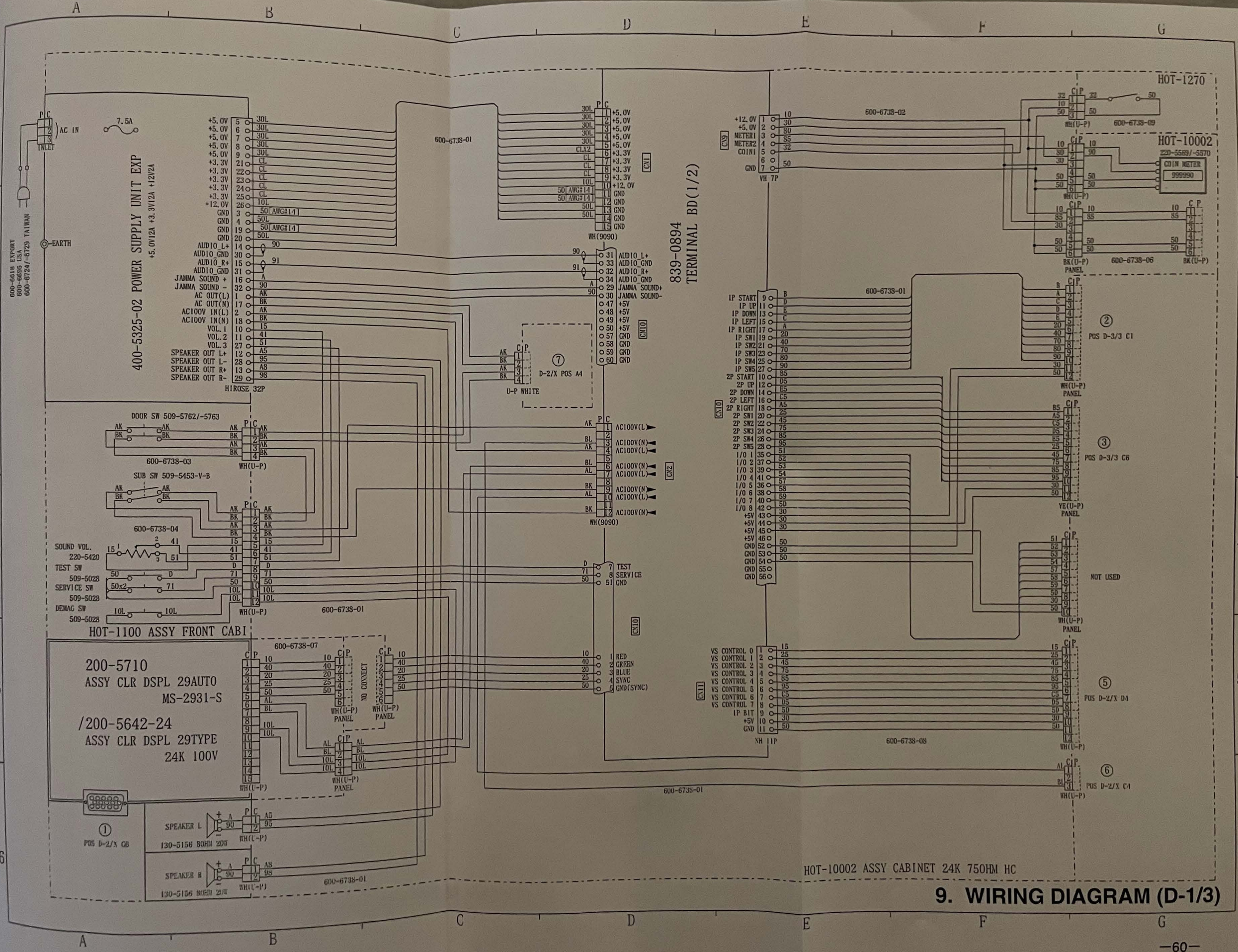
Note 2: The character following the wire color code indicates the size of the wire.

K:	AWG18, UL1015
L:	AWG20, UL1007
None:	AWG22, UL1007

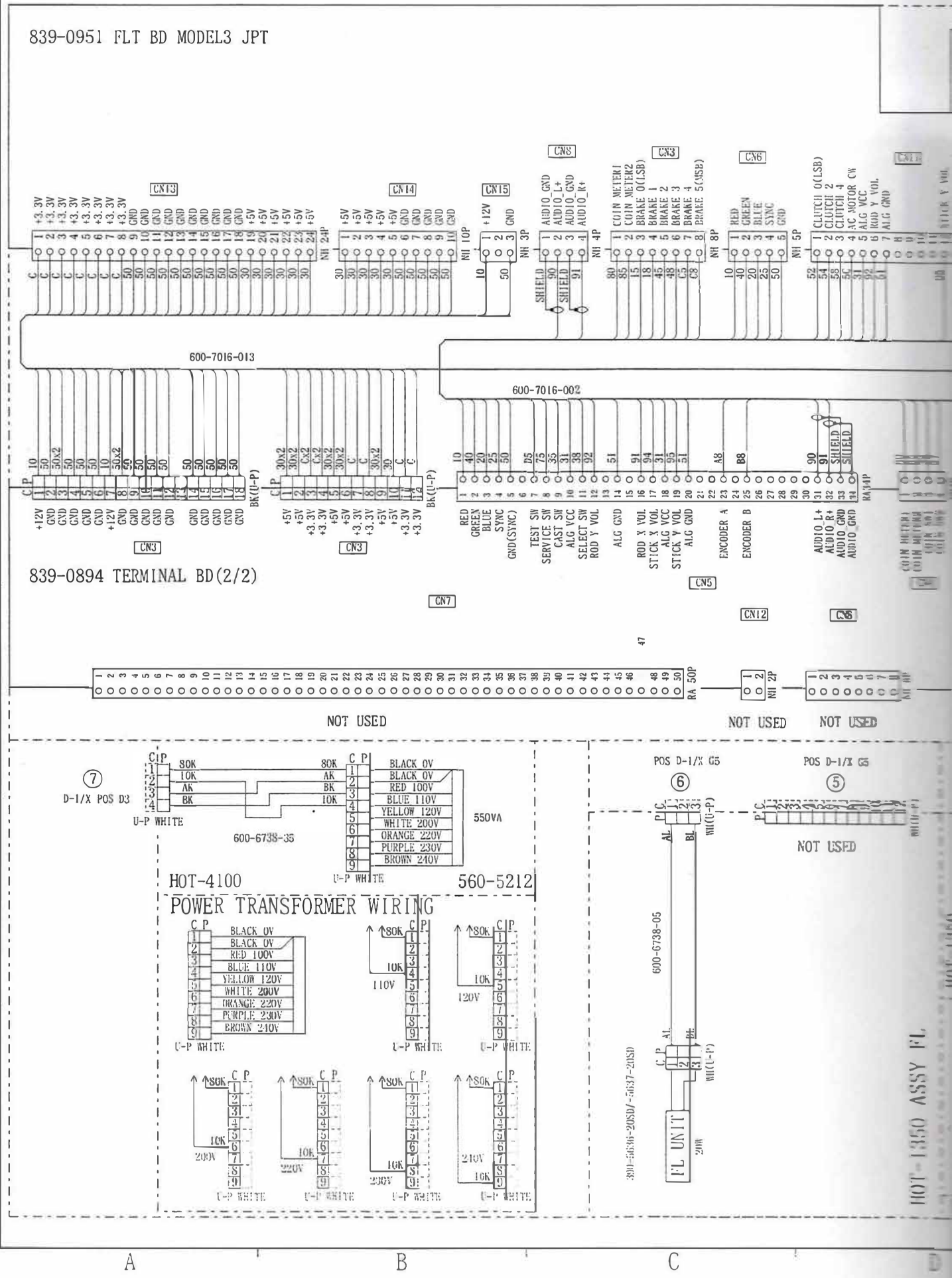

400-5325-02 POWER SUPPLY UNIT EXP
+5.0V12A +3.3V12A +12V2A
600-6618 EXPORT
600-6695 USA
600-6724/-6729 TAIWAN
AC IN
INLET
7.5A
EARTH
+5.0V
+3.3V
+12.0V
GND
AUDIO_L+
AUDIO_GND
AUDIO_R+
AUDIO_GND
JAMMA SOUND +
JAMMA SOUND -
AC OUT(L)
AC OUT(N)
AC100V IN(L)
AC100V IN(N)
VOL.1
VOL.2
VOL.3
SPEAKER OUT L+
SPEAKER OUT L-
SPEAKER OUT R+
SPEAKER OUT R-
HIROSE 32P
600-6738-01
U-P WHITE
D-2/X POS A4
DOOR SW 509-5762/-5763
600-6738-03
WH(U-P)
SUB SW 509-5453-V-B
600-6738-04
SOUND VOL.
220-5420
TEST SW
509-5028
SERVICE SW
509-5028
DEMAG SW
509-5028
HOT-1100 ASSY FRONT CABI
200-5710
ASSY CLR DSPL 29AUTO
MS-2931-S
/200-5642-24
ASSY CLR DSPL 29TYPE
24K 100V
600-6738-07
NO CONNECT
PANEL
POS D-2/X C6
SPEAKER L
SPEAKER R
130-5156 8OHM 20W

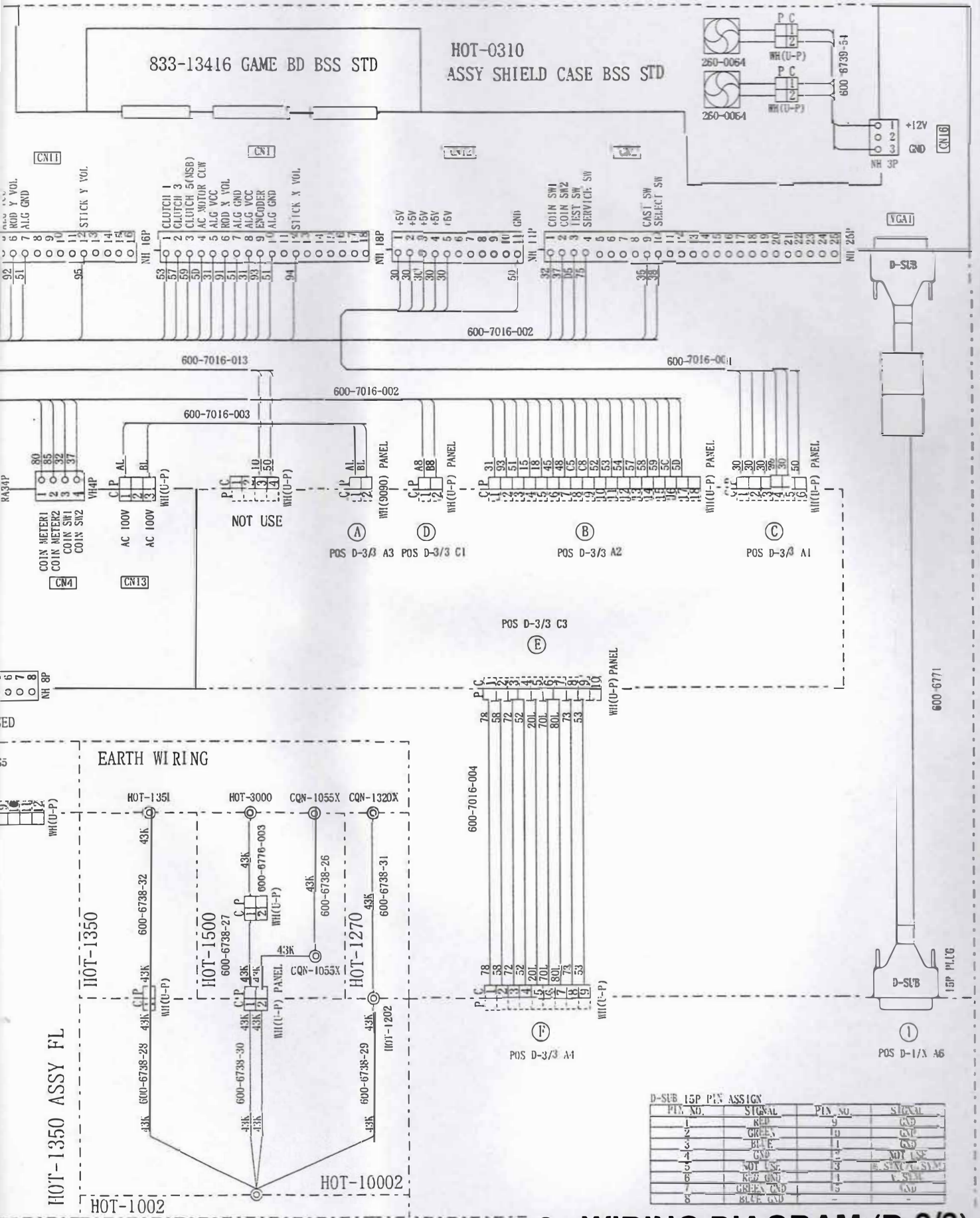


9. WIRING DIAGRAM (D-1/3)



9. WIRING DIAGRAM (D-1/3)


839-0951 FLT BD MODEL3 JPT
CN13
CN14
CN15
CN8
CN3
CN6
CN11
600-7016-013
600-7016-002
839-0894 TERMINAL BD(2/2)
CN7
CN5
CN12
CN8
NOT USED
NOT USED
NOT USED
600-6738-35
HOT-4100
560-5212
POWER TRANSFORMER WIRING
550VA
U-P WHITE
600-6738-05
FL UNIT
HOT-1350 ASSY FL



9. WIRING DIAGRAM (D-2/3)

839-0951 FLT BD MODEL3 JPT

833-13416 GAME BD BSS STD

HOT-0310
ASSY SHIELD CASE BSS STD

839-0894 TERMINAL BD(2/2)

NOT USED

NOT USED NOT USED

NOT USE

POS D-3/3 A3 POS D-3/3 C1

POS D-3/3 A2

POS D-3/3 A1

POS D-3/3 C3

POS D-3/3 A4

POS D-1/X A6

D-SUB 15P PLUG

D-SUB 15P PIN ASSIGN

PIN NO.	SIGNAL	PIN NO.	SIGNAL
1	RED	9	GND
2	GREEN	10	GND
3	BLUE	11	GND
4	GND	12	NOT USE
5	NOT USE	13	H.SYNC/C.SYNC
6	RED GND	14	V.SYNC
7	GREEN GND	15	GND
8	BLUE GND	-	-

POS D-1/X G5

NOT USED

FL UNIT

HOT-1350 ASSY FL

EARTH WIRING

HOT-1351 HOT-3000 CQN-1055X CQN-1320X

HOT-1350 HOT-1500 HOT-1270

CQN-1055X

HOT-1202

HOT-10002

HOT-1002

POWER TRANSFORMER WIRING

HOT-4100 560-5212

550VA

600-6738-35

600-7016-013 600-7016-002 600-7016-003 600-7016-001

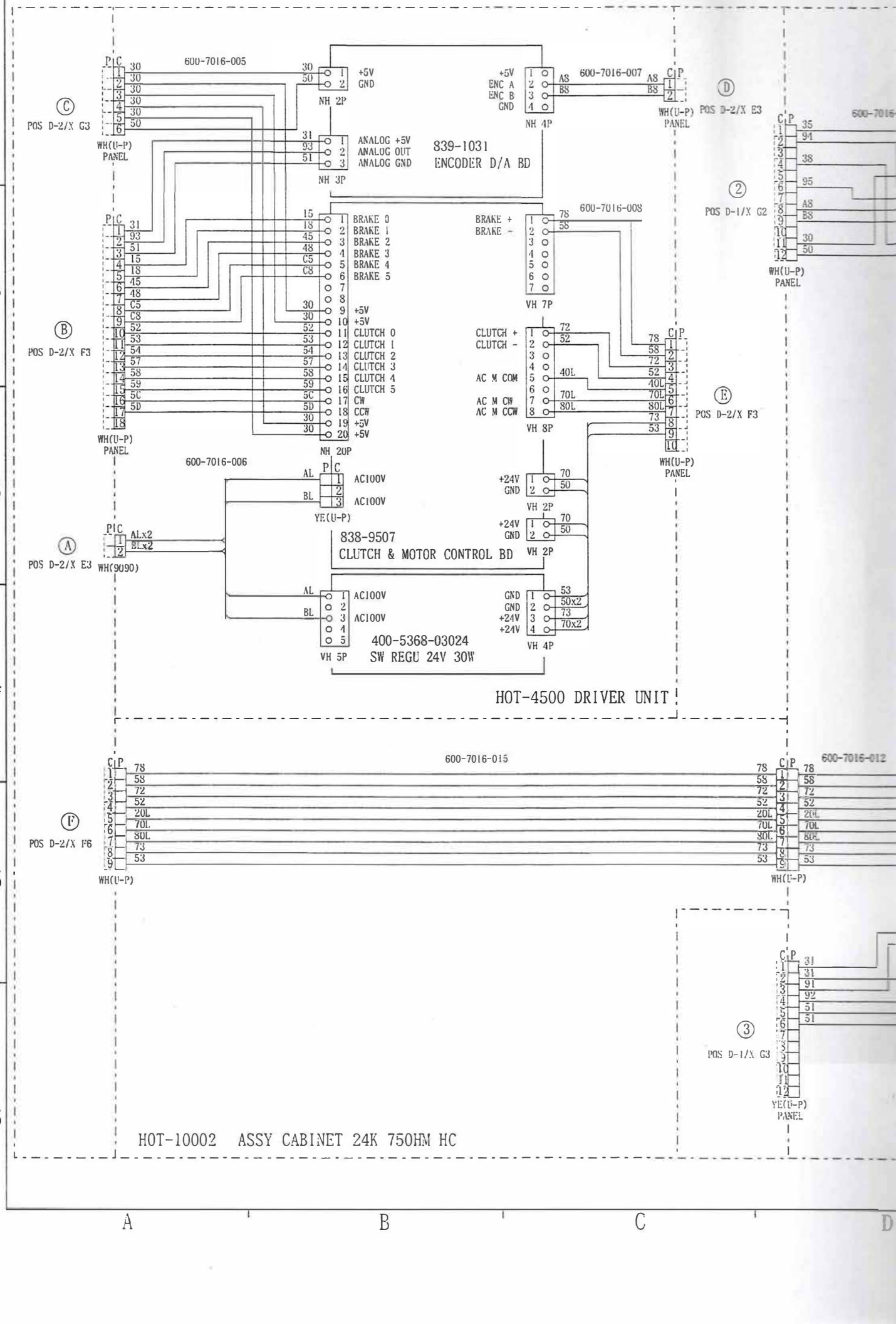
600-7016-004

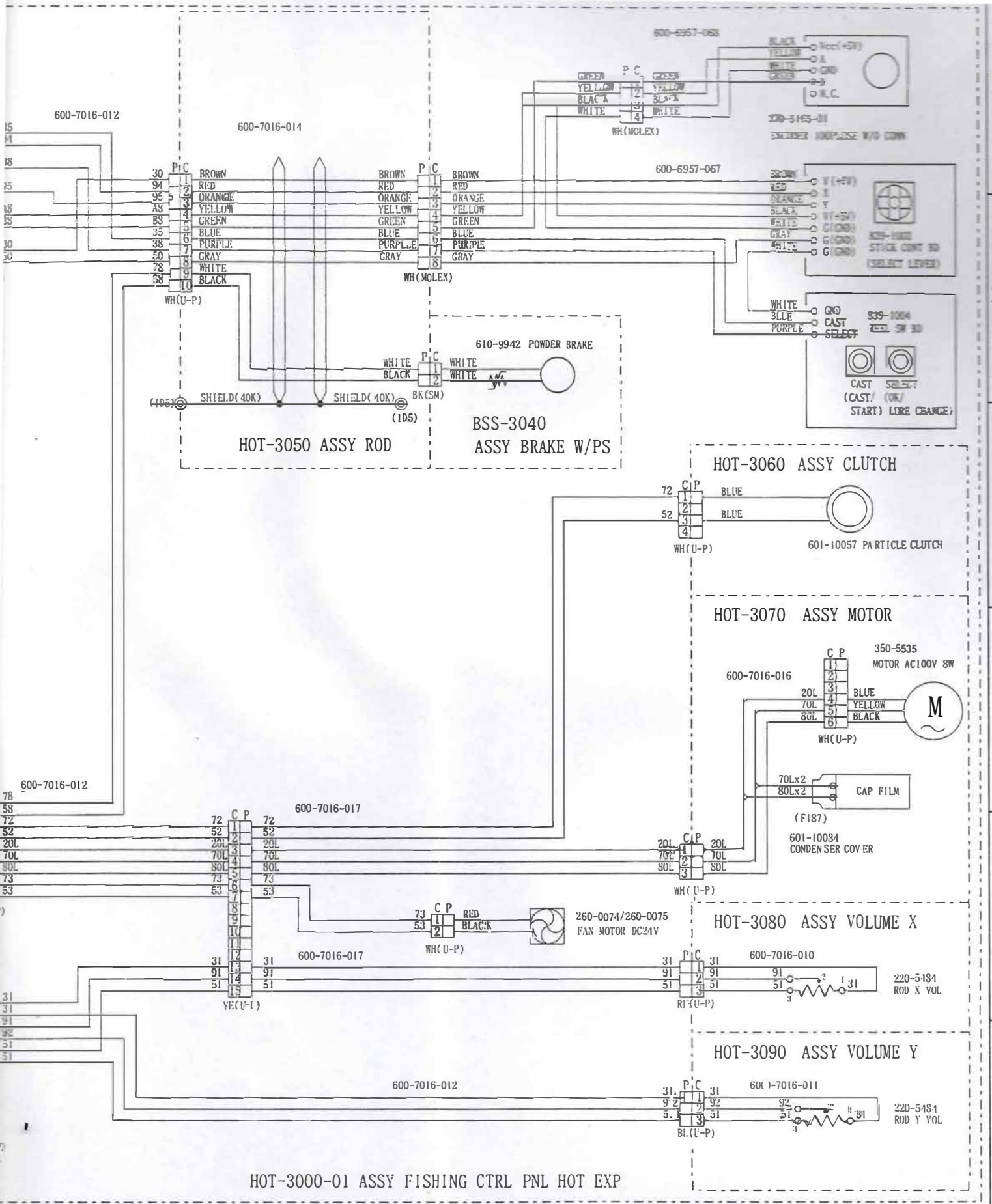
600-6771

600-6739-54

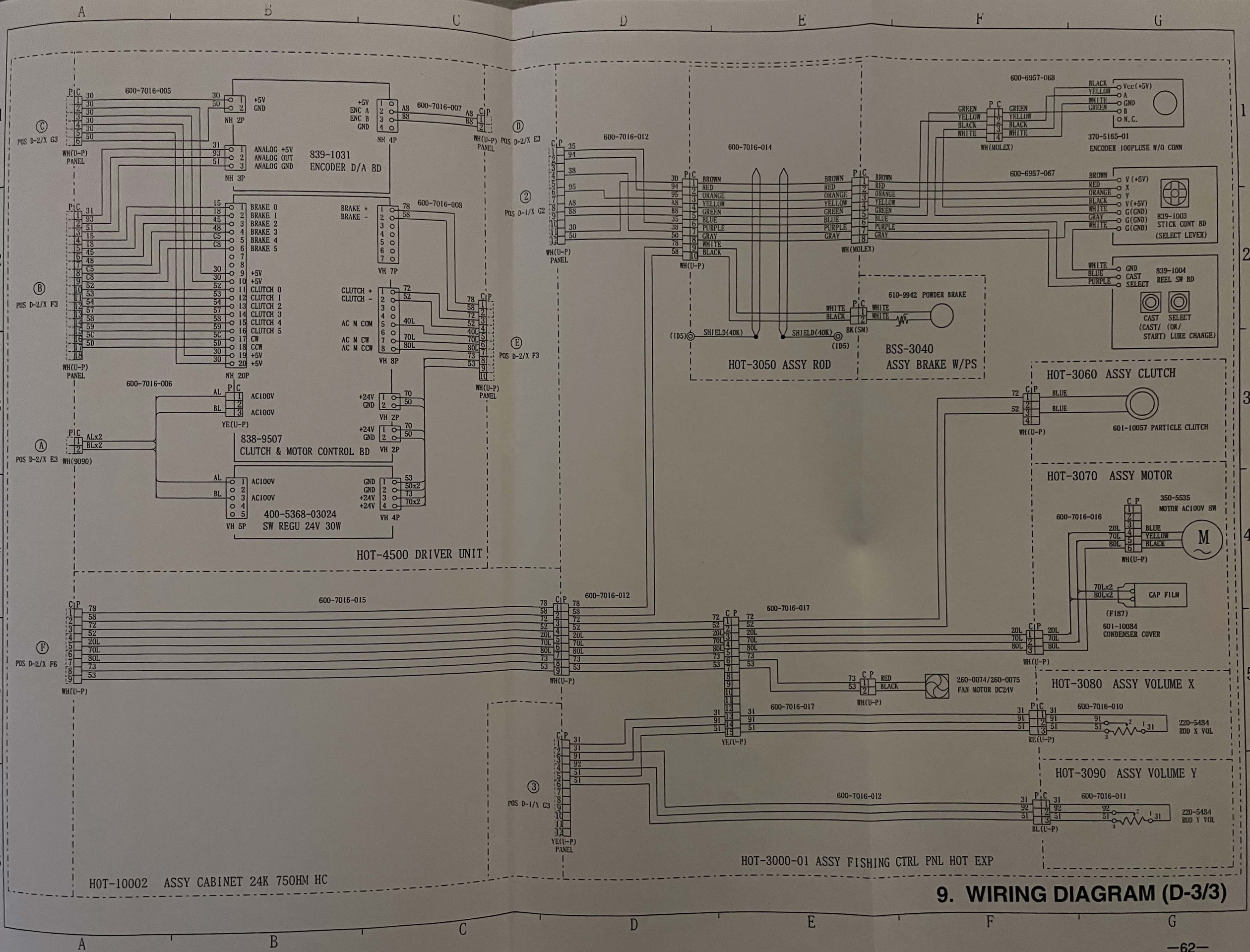
260-0064 260-0064

9. WIRING DIAGRAM (D-2/3)


600-7016-005
WH(U-P) PANEL
POS D-2/X G3
NH 2P
NH 3P
839-1031
ENCODER D/A BD
+5V
GND
ANALOG +5V
ANALOG OUT
ANALOG GND
600-7016-007
WH(U-P) PANEL
POS D-2/X E3
NH 4P
ENC A
ENC B
600-7016-008
BRAKE 0
BRAKE 1
BRAKE 2
BRAKE 3
BRAKE 4
BRAKE 5
BRAKE +
BRAKE -
VH 7P
POS D-1/X G2
WH(U-P) PANEL
POS D-2/X F3
NH 20P
CLUTCH 0
CLUTCH 1
CLUTCH 2
CLUTCH 3
CLUTCH 4
CLUTCH 5
CW
CCW
CLUTCH +
CLUTCH -
AC M COM
AC M CW
AC M CCW
VH 8P
WH(U-P) PANEL
POS D-2/X F3
600-7016-006
YE(U-P)
AC100V
838-9507
CLUTCH & MOTOR CONTROL BD
VH 2P
+24V
GND
POS D-2/X E3
WH(9090)
VH 5P
400-5368-03024
SW REGU 24V 30W
VH 4P
HOT-4500 DRIVER UNIT
600-7016-015
600-7016-012
WH(U-P)
POS D-2/X F6
POS D-1/X G3
YE(U-P) PANEL
HOT-10002 ASSY CABINET 24K 750HM HC



9. WIRING DIAGRAM (D-3/3)



9. WIRING DIAGRAM (D-3/3)

SEGA ENTERPRISES, LTD.
12-14, Higashikohjiya 2-Chome,
Ohta-ku, Tokyo, Japan 144-8532
◯TEL : (03) 5737-7544
◯FAX : (03) 5737-7746

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